MORE NEWS, MORE REVIEWS AND MO

SEGA pro

AUGUST 1993
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ISSUE 22

NOT AN OFFICIAL SEGA PUBLICATION

GIANT POSTER
MORTAL KOMBAT POSTER INSIDE

MEGA-CD
- *Batman Returns* for his best outing ever
- It's time for the Mega-CD to *Switch* on!

MEGA DRIVE
- *Sonic Spinball* all the lastest inside!
- The best ever, *Ranger-X*, reviewed

MASTER SYSTEM
- *GP Rider* races onto the MS circuit
- It's hip! Catch *California Games 2!*

GAME GEAR
- Burn rubber with Domark's *F-1* racer
- *Sonic Chaos* (with Tails) previewed!

TINY TOONS TOTALLY TIPPED INSIDE!

MORTAL KOMBAT

Acclaim's big release has all the gore of the arcade version. Massive 4-page report inside!

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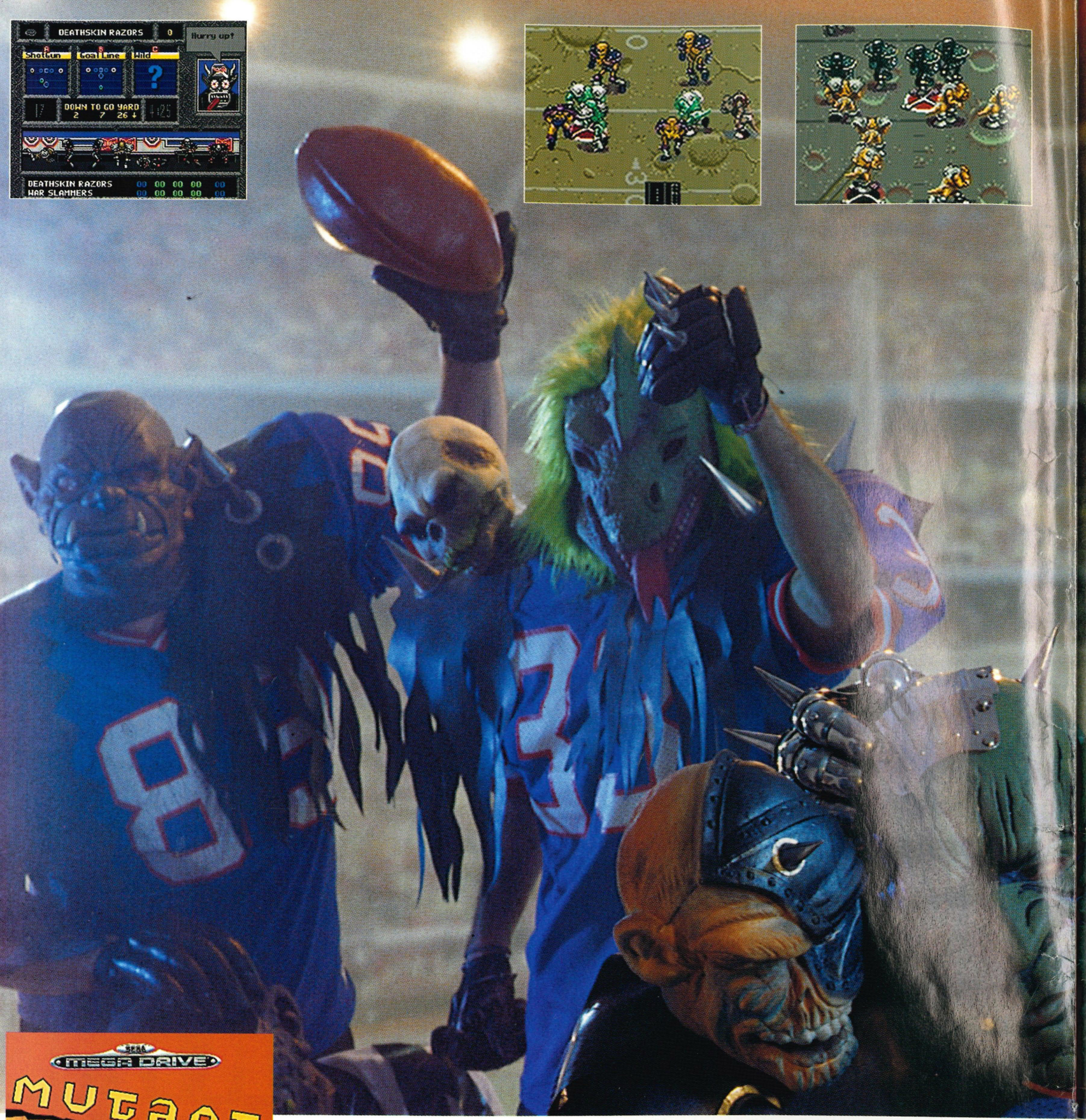
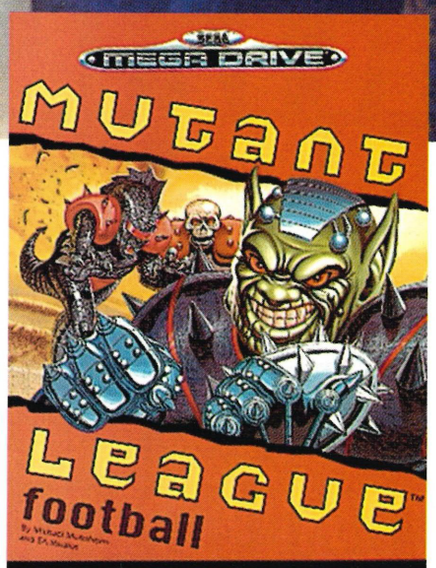
INSIDE: EXCLUSIVE REVIEW OF *F-1* RACING ● FOUR *STREET FIGHTER II* POSTERS





When things get rough in this new sci-fi MegaSport, every player in the Mutant League is liable to lose their head.

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WHEN IT COMES TO THE "MUTANT LEAGUE"

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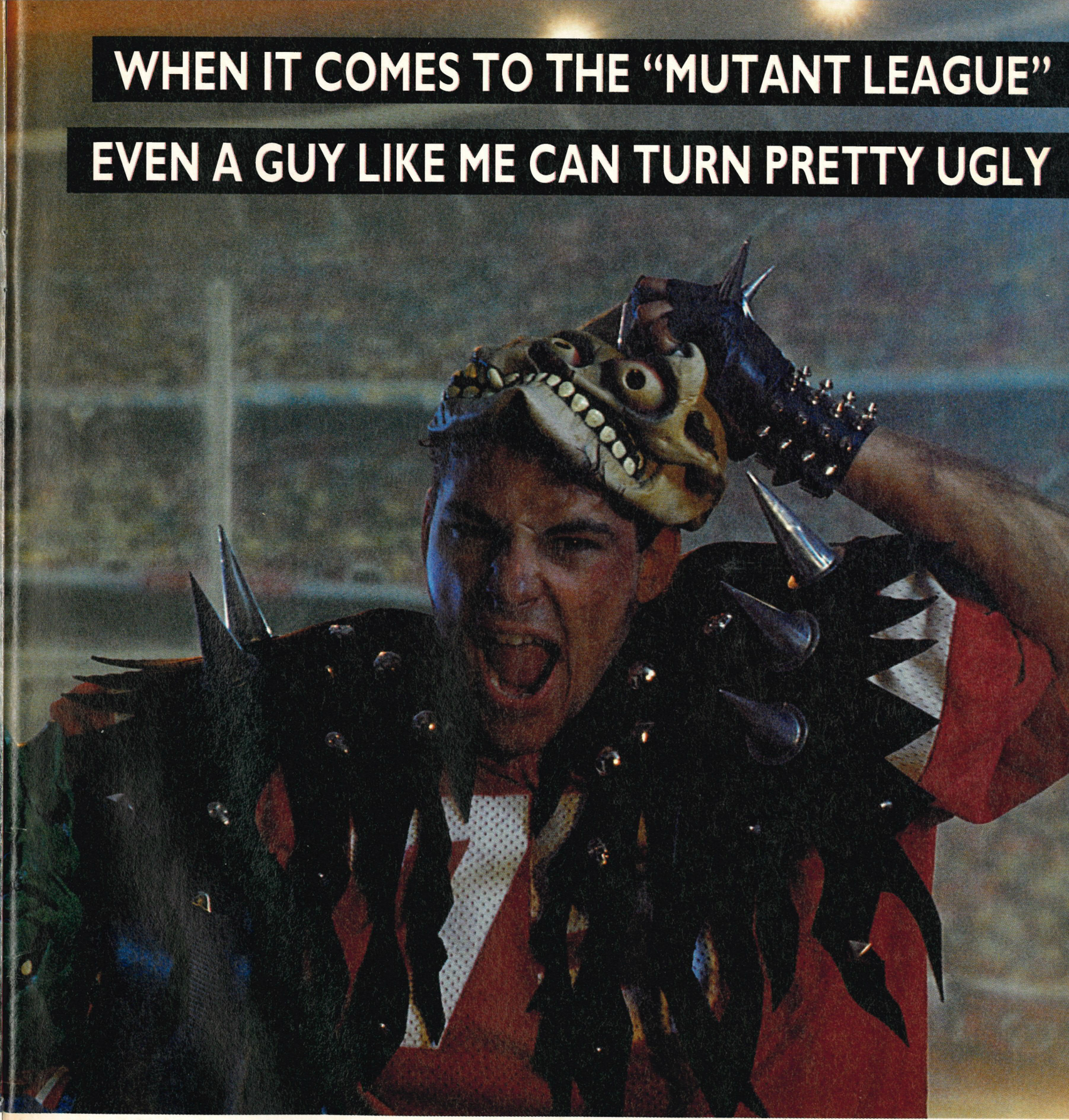

Horriods by Ovation Limited.

The brawls turn into battles. While land-mines, thin ice and booby traps make the pitch slightly hazardous.

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So if you're looking for some good harmless fun, I'd look somewhere else if I were you.

SEGA MEGA DRIVE

ELECTRONIC ARTS™

Distributed by: Sega Europe, 247 Cromwell Road, London SW5 9GA. Tel: 071-373 3000.

SEGA pro

AUGUST 1993

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DINGBATS MESSAGE

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Exit: According to Jason, Mr Marvel started up Marvel Comics with only ten cents and...
(Complete the story in your own words and send it to us for the chance of a free cart!)

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Acclaim say that it's going to be the biggest game this year. But what is it, and how close does it come to the hugely successful arcade coin-op? Page 22

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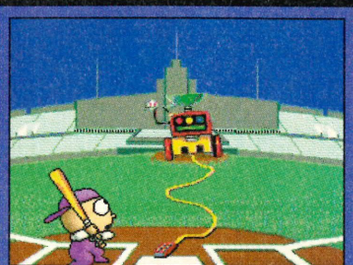

SWITCH.....63
The Japanese invade with silly games

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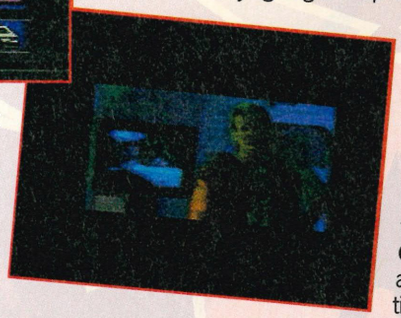


Aaah! It's official! After watching the news last month, we were fairly gob smacked to see an age certificate slapped on to *Night Trap*. It just goes to show what media hype can do when it wants to! Anyway, the *Night Trap* scandal has been and gone now, but what implications does it hold for the future? Will every release be vetted before it's allowed on the market? It seems that age certification may become standard practise for some producers, so a whole section of games could possibly be marked for over 18 only.

The extensive media coverage only helps sell more copies of a game and gives software companies an excuse to produce more violent games in the future. Just to be fair, we contacted major software companies to find out their opinions on the *Night Trap* scandal.

Andrew Wright, Product Manager of Software at **Sega** wasn't too worried about age certificates. "If anything, all this hype has done is help us sell more copies of *Night Trap*. Unfortunately there is a down side – all potentially violent releases will have to be vetted for age certificates in the future. This won't really affect our sales, it just causes more inconvenience and more delays. Most people who are buying *Night Trap* now are buying it to see what all the fuss is about. If they're looking for violence, they're going to be very disappointed."

Caroline Stokes, PR executive at **Virgin Games,** seemed to agree. "If an 18 certificate had been allocated to *Night Trap*, that would be outrageous, but a 15 certificate isn't that scandalous. Virgin Games will follow Sega's policy, but we really haven't got anything to worry about. What you have to remember is that video games have always been violent and a 15 certificate isn't going to make much difference. I don't think that this is going to encourage software houses to produce violent games. If kids want violent games then they are going to find them, whether they are on the Mega Drive, SNES or Amiga – age certificate or no age certificate."

DAVID WILSON, PR manager at ELECTRONIC ARTS, wasn't too surprised to see an age certificate on *Night Trap*. "The games industry is becoming more and more important and as it grows, it's likely that the rules and regulations for games will become stricter. The industry as a whole has fallen victim to the tabloid press who have sensationalised an issue that we could have dealt with ourselves. If necessary, EA's titles will be vetted for an age certificate, but we're certainly not going to produce violent games on purpose. Obviously the media has helped sell more copies of *Night Trap*, but I don't think that any responsible software publisher will purposely produce violent games to cash in on the hype."

ALAN WELSMAN, PR Manager at ACCOLADE, agreed with the views from other software houses. "Our policy is in agreement with Sega's. If any of our releases need to have an age certificate on them, they will."

Larry Sparks, marketing director at **Acclaim,** wasn't prepared to comment, but one of Acclaim's releases includes one of the strangest cheats to date. The arcade version of *Mortal Kombat* features realistic blood and guts, but in the console version these can only be accessed via a special cheat. Maybe this gets around the age certificate problem, although Larry stressed that the cheat also adds to gameplay. The reason *Mortal Kombat* is violent is to make it as similar to the arcade version as possible, but this in itself raises questions for the computer games industry. How long is it going to be before age bans are

PRESS GAGGED

The new Sega VR, displayed at the CES, attracted quite an audience, but if you were from Europe, either magazine or distributor, you could forget it. Why did Sega Europe not want us to see the product while the rest of the whole world could?

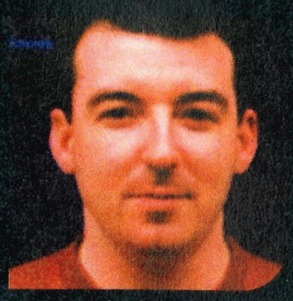
Irrespective of what you may have heard on the radio or on TV, no UK non-Sega developer was allowed into the VR arena. Is there any logic to Sega's actions? Anyway we did what many did in the circumstances and spoke to the people departing the booth. "Disappointing", "far from ready", "it doesn't work" and "awful" were a few of the comments we picked up. The general consensus was that Sega's VR was a disappointing piece of plastic that would cost around £200.

Sega did offer a reason after the show. Apparently, the Sega VR is only in early development stages and Sega aren't sure if it will be launched in Europe at all. They don't want the product to be hyped to an extent that if it doesn't make the grade, or is delayed, the UK public will be disappointed. Such a feeble excuse won't stop the newest piece of technology being uncovered, but once Sega start giving the UK a break and stop treating us like second class citizens, maybe they will start receiving some respect in return.

THE PROS

A MONTH IN THE LIFE OF...

Pat Kelly

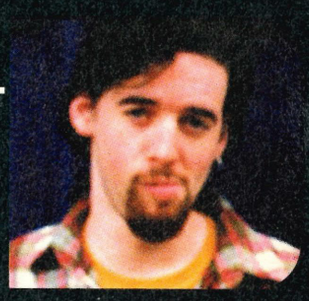


After an easy week while Pat was at the CES, the team faced reality of work when he returned. Sacrificing a weekend or two may have seemed harsh, but strict measures are all part of an editor's job.

You'd think it would be all work and no play, but the constant urge to play *J League* soccer when there's work to be done has become a frequent occurrence.

Fave game this month: *Aladdin*

Si Christopher



The situation with Simon has become quite worrying. The long haired hippy has changed ever since his promotion.

It seems late nights and long days have taken their toll and Simon has put on a stern, serious face, that once glowed in the office. His only break now seems to be a short visit to the seaside ice-cream booth at lunchtimes for a brief chat with his girl!

Fave game this month: *Strider 2*

SEGA TV IS HERE (WELL ALMOST)

Sega's new adverts may seem pretty far-fetched. Pirate TV may be a way off, but Sega TV may not be as unbelievable as it seems. Sega are linking up with Time Warner to produce a cable TV channel totally dedicated to Sega. The channel will be devoted to Sega owners, although it will probably focus on the Mega-CD too.

When a person subscribes to Sega TV, they will receive a special cartridge and a lead that connects the Mega Drive to the TV. When the cartridge is plugged in, a menu will appear on the screen. The user can either choose to play a game, watch a game preview or watch other news about Sega. Information is downloaded through the cable (in a similar way to a modem) and is then recoded so the Mega Drive can recognise the information. All selected games are identical to the cartridge version and virtually every cable TV model will be able to incorporate the new channel. Sega estimate that by the end of 1993 there will be among 12-14 million Genesis owners using the TV station. There are no plans to set this up in the UK at the moment, although when cable TV is more accessible it may become a reality here too.

ON THE EDGE

Coming soon to the American public is a game enhancer allowing users to communicate with game players across the country! This has already been reported in SEGAPRO, but the add-on also has other special features.

The user can slot special game-enhancing cards into the front of the device to save their special characters or teams.

In addition, there's an extra port for a keyboard and future extensions to the device. The Edge 16 triples the power of the Mega Drive and even adds extra RAM to the Mega Drive's memory! Although a preliminary price of around $150 has been fixed for The Edge, it won't be released until next summer at the earliest.

REALITY USED TO BE A FRIEND OF MINE

You heard it here first! Remember in SEGAPRO#18 we brought you news about Sega's virtual reality system? Well, it's recently been announced that Sega VR could be released as early as September in the US. Sega are currently developing a number of new games that will be compatible with the add-on and all will hopefully provide a new slant on games playing. But will it work?

First up is *Nuclear Rush*. This is the game packaged with the add-on. Set in the year 2032, you must guide a weapon-loaded hover craft through radioactive wasteland. The aim is to blast away any robots encountered and to get through the three levels unscathed.

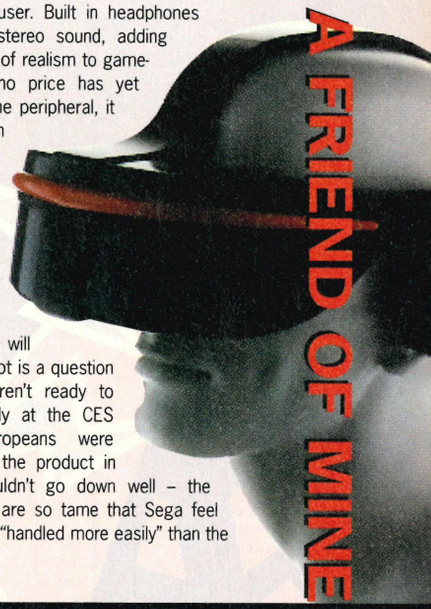
Iron Hammer allows you to pilot a gunship through intergalactic war zones. There are over 30 levels packed into this adventure and action takes place on many different planets.

Matrix Runner takes games playing into another dimension. There's no heavy shoot-'em-up action, but strong puzzle elements. After the disappearance of your colleagues, you enter the Matrix in a quest to find them. On your voyage you'll meet many semi-humans and mutant monsters!

Finally, *Outlaw Racing* puts you in the seat of a hyper-fast racing car. Battle it out against 20 opponents in what should be the most realistic racing sim yet.

Inside the headset are two LCD screens, giving an impression of depth and live interaction between the game and the user. Built in headphones also allow full stereo sound, adding that extra touch of realism to gameplay. Although no price has yet been fixed for the peripheral, it has been rumoured that launch price may be under $200. Games will cost between $59.99-$69.99.

Whether it will hit Europe or not is a question which Sega aren't ready to answer. Certainly at the CES show, no Europeans were allowed to see the product in fear that it wouldn't go down well – the American press are so tame that Sega feel that they can be "handled more easily" than the Europeans!



Sam Hickman

Sam doesn't quite seem to be that interested by the ongoing lunchtime football revenge matches that everyone else is invoved with and hasn't entered into the prestigious *J League* championship. Outside work, Sam is still the party animal, with countless visits to the local clubs and plenty of tequilas to take the pressure of work off her mind!

Fave game this month: *Jurassic Park*

Jason Johnson

Jase has been burning the midnight oil a lot recently, and rumour has it that a camper bed and some candles were spotted one night in one of the office cupboards.

We all know that his ambition is to be the best *J League* striker ever, but that's a long way off and his late nights of practise are taking things a bit too seriously.

Fave game this month: *Ranger-X*

Mark Hill

Swindon Town may have made the jump up to the premier legue and Mark gets pretty excited when their name is mentioned. It's a shame really that they don't stand a chance in the top division just like Mark won't in the new office J League championship. He's getting in loads of practise, but it's a shame that he keeps losing!

Fave game this month: *Ranger-X*

Helen Monaghan

It's a relief at least one designer is putting on a smile, and it's so good to see a radiant face about the design department for a change!

Helen's now looking for a flat as the SEGAPRO office is a good distance from her home. Flat hunting takes time and, for a designer by nature, only the best will do. She is one of the Pros after all!

Fave game this month: *Snow Brothers*

SONY TAKE OVER PSYGNOSIS

Sony have recently announced that they have acquired Liverpool based Psygnosis. The take-over deal has been in the pipeline for some time and although the Psygnosis set up will remain the same, they will produce Sony's CD releases in the future. The first release under Sony will be *Dracula* on the Mega-CD which includes footage from the film version! Look out for Mega-CD versions of *Cliffhanger*, and *Last Action Hero* . Psygnosis will also keep their own identity, releasing their own cartridge and CD titles under the Psygnosis label.

NEWSFLASH . . . Sega of Japan have developed *Pico*, a multi media picture book for small children. It operates using a pen that is pointed at the screen and associates pictures on a TV with words in a book. Sega have also built a smaller version of the Mega Drive for use on airlines. The machine has a small in-built screen and looks similar to the Game Gear. Japan Airlines have already installed 24 of the consoles for use on their business and first class passengers . . . **STOP**

SONIC GEAR!

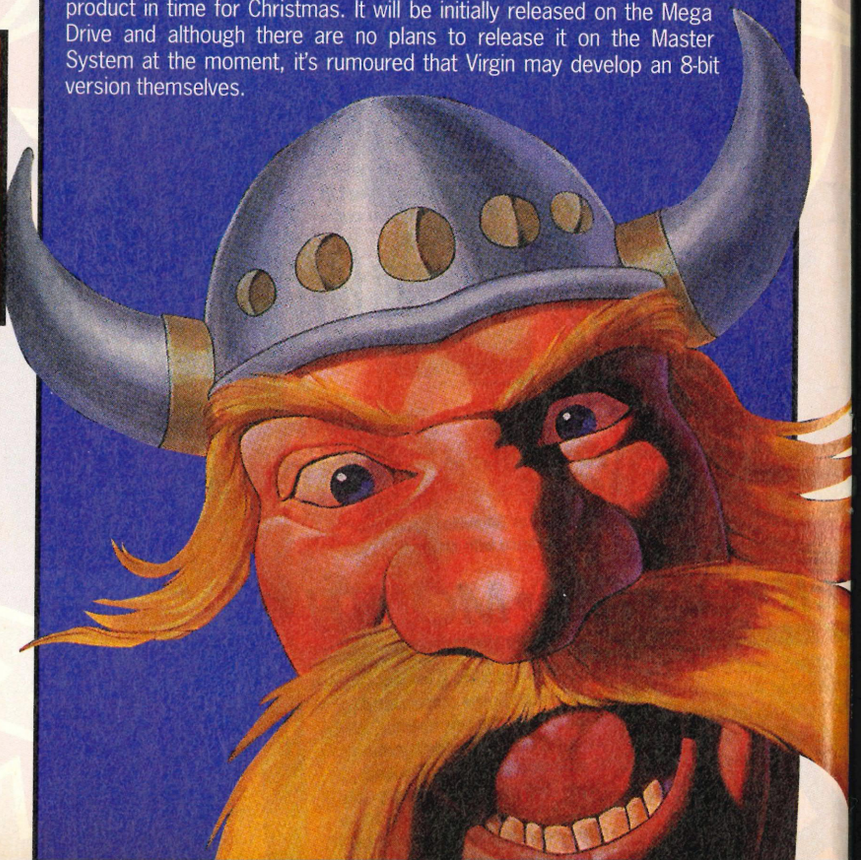
Sonic has become so popular, that merchandisers can't wait to get their hands on licensing deals for Sonic products. The following deals have all been made in America, but expect to see these products filtering into the UK too! Look out for: Plastic lunch kits, posters, balloons, comics, bed linen, toys, game gloves, clothes, costumes, players guide, pens and pencils, kites, slippers, cards, towels, games, ties, pinball games, bubble gum, underwear, hats, storybooks, and sportswear. Phew!

SONIC 2 DEAL

If you buy a Game Gear in America, then expect to see *Sonic the Hedgehog 2* bundled with it! Unfortunately, UK customers will have to make do with the original version for now, although it's likely that the *Sonic 2* bundle will reach these shores soon (Christmas hopefully).

LOST VIKINGS
FIND THE MEGA DRIVE

Now and again a good title will surface on the second-rate console otherwise known as the SNES. *Street Fighter II* is one of those titles (even though it will be better on the Mega Drive) and so is a lesser known title, *The Lost Vikings*. This has been hailed as the best thing since *Mario* on the SNES and is definitely one of the most innovative games seen this year. Essentially, *The Lost Vikings* is a cross between *Lemmings* and a platformer. Nintendo based Interplay have recently developed the title for Virgin, who will be launching the product in time for Christmas. It will be initially released on the Mega Drive and although there are no plans to release it on the Master System at the moment, it's rumoured that Virgin may develop an 8-bit version themselves.



SEGA LABELS

With the advent of age certificates on games, it's no shock to hear that Sega have decided to categorise their releases. They are introducing labels on all of their titles so that the customer will know what they're in for before they shell out £40! The new labels are Sega Family, Sega Sports, Sega Muscle and Sega Ware, which deals with hardware and add-ons. Look out for these categories in a store near you soon!

POWERED UP

Look out for the first edition of Mega Power, ready to hit the shelves on July 29. Brought to you by the makers of SEGAPRO, Mega Power has in-depth news and reviews for all Mega Drive and Mega-CD owners. If you're an avid SEGAPRO reader and you're looking for something to complement your favourite monthly then Mega Power, priced £1.95, could be for you.

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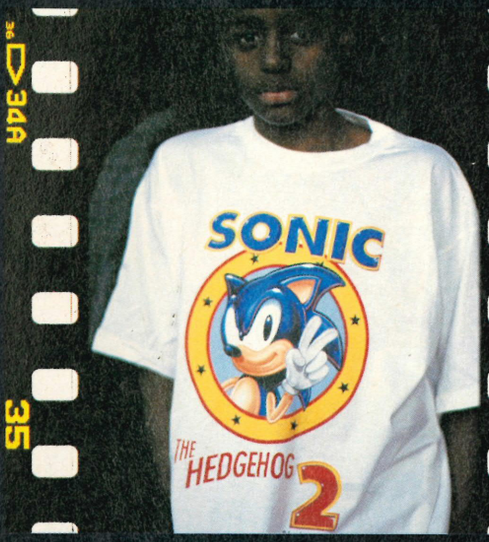

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EVERYBODY WAS KUNG FU FIGHTING!

NEWSFLASH... Programming company, Rage, are currently working on a martial arts game for the CD, although the name and release date haven't been disclosed yet. More information as it comes... **STOP**

While everyone and his dog is anxiously awaiting the release of *Street Fighter II Special Champion Edition*, Capcom have their efforts concentrated on something much bigger (or is it?)! A film based on *Street Fighter II*! An exact title or release date hasn't been confirmed at the moment, but the deal was finally closed at the Cannes Film Festival.

Based around semi-fictional events, the street fighting posse will enter a war-torn hot spot and hopefully aid the UN in keeping world peace. The film will be full feature length and is written and directed by Steven De Souza (he of Die Hard, Running Man and Commando). 12 martial artists will star in the film and as well as strutting their street fighting stuff, they will also be concentrating their efforts on rescuing hostages.

Capcom are financing 50% of the film and the Edward R Pressman Film Corporation will finance the other half. Apparently both sides are very happy with the deal and are looking at it as a bridge between the console world and the film industry. Capcom already have 24 other licensing deals for *Street Fighter II* including comics, clothing, toys and cable TV.

DEEP DEEP DOWN!

Adverts for computer games seem to be getting slicker and slicker, but Acclaim's latest offering totally takes the biscuit! If you haven't seen their advert yet, then watch your TV and prepare for a shock! What's the big deal? Tony Mortimer, the lead singer of East 17 is advertising Acclaim's latest offerings, that's what!

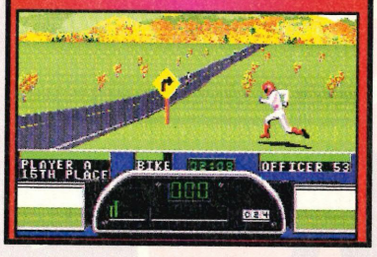
Apparently, the two groups have a lot in common and the combination is absolutely ideal for both parties. We think it's a bit of a giggle really and unless you're a screaming girlie under the age of 12, the Essex crooner isn't going to cut much ice. The advert is 30 seconds long and is helped along by the special effects team that produced Aliens. Get yourself ready for some gruesome action, featuring loads of gory monsters (and that's not even taking Tony Mortimer into consideration).

whispers...

- Accolade have recently unveiled plans to produce an ice hockey game to be released in late September/early October. The title is *Brett Hull Hockey* and the catch phrase is "If you don't want to score, you shouldn't be on the ice", which is apparently Brett's favourite phrase.
- US Gold are developing a Mega Drive version of *The Hulk*, which should hopefully be in the shops by November. Little is known about the content of the game, but sources inform us that the animation is already shaping up well. Also, *US Gold's Winter Olympics* has been given the go-ahead for a December release and the game will be released on all formats. Watch out, too, for *Gunship* from the Brummies.
- That infnnamous game enhancer, the Game Genie, is about to launch an attack on the Game Gear. Codemasters have developed the product and, by all accounts, the enhancer should be able to do every thing that the Mega Drive versions can do. At the moment, the device works with over 90 Game Gear games, although Codemasters are working on bigger and better codes all the time!
- Sega have slashed the price of the US Mega-CD. Instead of the original $299.99, the price is now $229.99, which also includes Sony's *Sewer Shark*. US Mega Drives will also be bundled with *Sonic 2* in the future.
- Virgin Games have recently attained the rights to produce games under the IndyCar licence. The games will be produced on all cartridge formats and CD and will utilise tracks, teams and drivers from the IndyCar world.
- Electronic Arts have recently added to their affiliate labels with the purchase of Absolute Entertainment and will publish the firms new titles, *Super Battletank 2 (CD), Turn And Burn: No-Fly Zone, Home Improvement, Goofy, Toys, Amazing Tennis,* and *Rocky & Bullwinkle.*

RASHERS ALL ROUND

Road Rash is an all-time classic game for the Mega Drive, but thanks to US Gold, Master System owners will soon be able to play it too! US Gold's own development team are working on the release and it will hit the shops in December.



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世界のスーパーヒーローが帰ってきた

NEWS FROM JAPAN

コナ券

JAPANESE PRO DATES?

MEGA DRIVE

SEPTEMBER

GAUNTLET	TENGEN	8Mbit
GANGSTER HEROES	SEGA	6Mbit
KILLING GAME SHOW	EA VICTOR	8Mbit
A1 SHARK	POLIDOR	8Mbit
NOBUNGA	KOEI	4Mbit
MAC'S TREASURE LAND	SEGA	8Mbit
SONIC CD	SEGA	CD
DREAM MANSION	SEGA	?Mbit

OCTOBER

EYE OF THE BEHOLDER	PONY	?Mbit
RACE DRIVIN'	TENGEN	?Mbit
ROAD RIOT	TENGEN	?Mbit
WINNING POST	KOEI	?Mbit
BLUE WOLF	KOEI	CD
SHINING FORCE II	SEGA	16Mbit
PARTY QUIZ	SEGA	8Mbit
MONSTER WORLD IV	SEGA	8Mbit
BATTLE MANIA	BIC TOKAI	8Mbit

NOVEMBER

SONIC SPINBACK CD	SEGA	CD
LEGEND:WAR COUNTRY	SAMI	CD
DUNE	VIRGIN	CD

GAME GEAR

SEPTEMBER

NINJA NOBUNAGA 2	SEGA	4Mbit
JURASSIC PARK	SEGA	4Mbit

OCTOBER

LEGEND OF HISUI MARU	SEGA	4Mbit
HISUI MARU	SEGA	4Mbit
AL CHEMISTRY	SEGA	4Mbit

NOVEMBER

OUTRUN EUROPE	SEGA	?Mbit
STRIKER	SEGA	?Mbit

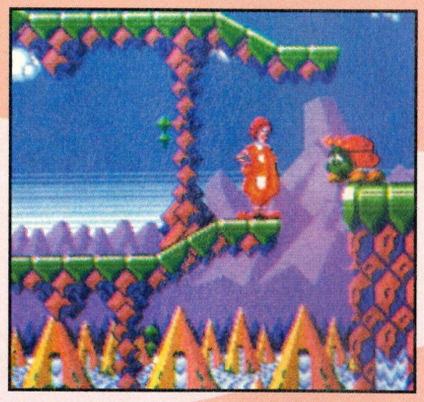
GOLDEN WONDER 2

WonderMega RG-M2 is now available in Japan and no doubt will make its way over here, trying to take the British games world by storm. The biggest selling point is that an infra-red control pad can be used with the machine. There are two standard ports to the rear too. This should give gamers the chance to play four-player games without a Sega Tap, but whether this works in practise is another thing. There are audio/video ports allowing you to play music through a stereo and it has scart compatibility.

As with the original WonderMega, it allows you to play game cartridges, audio CDs and Mega-CD games. The added attraction of a built-in karaoke unit makes this an interesting piece of kit. Surely singing in the bath and a Mega-CD set-up is enough. Obviously, not for the Japanese!

世界の

RONNY RETURNS



Ronald McDonald is popping up again on the Mega Drive, this time starring in an 8Mbit platform romp called *McDonald's Treasure Land Adventure*. Featuring the world's favourite burger man, Ronald and his golden locks star in a colourful looking game with nasty aliens and taxing sub-games.

Trenger are releasing the game late September on an 8Mbit Mega Drive cartridge. No doubt, it will appear on the Mega-CD not too long after that. First impressions are that this is going to be similar to Sega's Mickey Mouse series. It's also likely to be reasonably easy, so that the youngest of games players can enjoy taking Ronald for a burger.

ICEY GOINGS ON

Manga Video are making quite a name for themselves with their Japanese film-length cartoons. Now an English based company, ICE, is working on a Sega video game to tie-in with the Manga original, Akira. This won't be the first video game to be licensed from Manga and it should be released officially, avoiding tedious translation problems.

Continuing with the Manga phenomenon, *3x3 Eyes* is now available in Japan. As previously mentioned this is a CD RPG, also derived from the cartoons. What with more Manga/Mega-CD releases expected, this could be the start of something big. For further information contact Manga ✆ 081 747 9080.

世界の

Jap CHARTS

MEGA DRIVE

1	NEW	Legend of the Hungry Wolf
2	NEW	Final Fight CD
3	NEW	Switch CD
4	NEW	Puyo Puyo
5	NEW	Ranma 1/2
6	NEW	Sega Classic Arcade
7	5	Sonic The Hedgehog 2
8	NEW	Lunar The Silver Star
9	NEW	Mega-Lo-Mania
10	NEW	Sangoku-Shi III

GAME GEAR

1	2	Sonic The Hedgehog 2
2	NEW	Puyo Puyo
3	5	Land Of Illusion
4	NEW	Pro Baseball GG League
5	4	Shining Force Gaiden

パーピーローが帰ってきた

SHOOT TO KILL

Lethal Enforcers, the arcade conversion, is a one-or two-player Mega-CD shooter in which your job is to shoot various terrorists. The scenarios include digital graphics of airports, banks and metro lines. The arcade provided a barrel-loads of realism and it has long been very popular in Japan. Although a few machines can be found in the UK, it hasn't taken off quite so well.

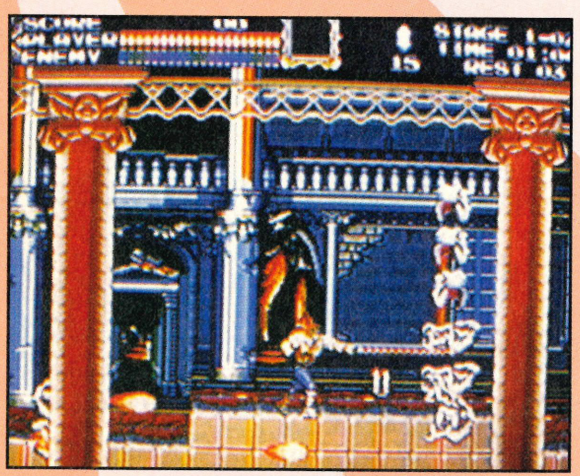
The Mega-CD version is being developed by Konami and from the first few screen shots we have, it looks good. Five levels include The Bank Robbery, Chinatown Assault, Hijacking, The Drug Dealers and Chemical Plant Sabotage. There is also a Shooting Range for you to practise on.

In case it sounds too far fetched – in that you're taking on the underworld with a measly handgun – you can power it up into a rifle or shotgun. In the arcade game, the ammunition was reloaded by pointing the gun away from the screen, but it is expected that you will need to shoot an ammo sprite. Whatever happens, it may be time to dig out that dusty Menacer of yours.

KILLER BATS

Vampire Killer should be ready just in time for Christmas. It's an exciting platform romp on the Mega Drive and is a conversion of *Castlevania* and *Castlevania IV*. The 8Mbit Japanese version is around 10% complete and will hopefully be in the shops by Christmas. Just in case you're wondering what is happening about an official version, don't despair. It's to be released over here as *Castlevania IV*.

Simon Belmont, a ragged fighter following Dracula's trail, was the hero on the SNES classic. Despite his simple animation, a trusty whip helped bring the gameplay into a class of its own. Superb special effects, the clock tower for example, featured numerous spinning cogs in the background and tense do-or-die jumps. If *Castlevania IV* can offer anything like the same amount of addictive platform fun as the SNES game this is going to be massive.



Early screens look very similar to the previous SNES game. The haunted house scenario, walking suits of armour and vanishing ghosts, are still the main characteristics. More than a fair share of power-ups to collect and hidden rooms to find add to the already spooky atmosphere. Expect to see a full preview soon.

NIP BITS

● *Sumo* is being released on the Mega Drive with all the carbohydrate chomping characters squeezed into a 16Mbit cart. Already 70% complete, this action packed sporting sim is sure to be a giggle. With 15 fighters to choose from and explosive special moves to find, it will be interesting to say the least. It's very doubtful that we're going to see this out officially, so if you're a fan local importers should be able to fill you up with price and date details.

● A new baseball game featuring the top Japanese teams, much like *J League* does for football, is currently being worked on for the Mega-CD. Strangely enough, the players' faces are actually Japanese, so it's unlikely we're going to see this over here unless there's a cosmetic change or two.

● A Mega-CD version of the PC Engine game, *Mega Schwarzschild*, is now available in Japan. Involving ten outer space countries in a galactic battle, it's a long and difficult battle with various styles of gameplay. The best part is real-time fighting scenes, but with so much Japanese text it will be barely playable.

● *Might and Magic III* is soon to be available on the Mega-CD, hopefully by the end of the year. Already half-way through the programming this RPG is likely to be one of the best role-playing games available. Following on from the traditional interaction processes used in earlier cartridge games, this should take the adventure one step further.

● *Dyna Brothers 2*, a 'big and bright' sprite extravaganza for the Mega Drive, is being worked on at the moment. Another 16Mbit cart is being produced by the CSK Research Institute and it's a follow-up to the previously successful Japanese *Gain Ground*.

● *J League Pro Striker*, the current office favourite and the best football simulation game ever for the Mega Drive, is planned for release on the Game Gear. Once again, Sega are developing the game and we all hope it's going to be as good as its bigger brother.

● *Sister Sonic* on the Mega-CD is in line for a release early next year. It's going to have an RPG style of gameplay in addition to the more common action platforming we are so used to.

BIG 'N' RAD

With lots of new games on show, the CES is the only place for a roving reporter to be. Pat Kelly suffered a ten hour flight, aeroplane food and Chicago night life to bring this account of the hot Summer event.

This year's Summer CES was held in Chicago during 3-6 June. 3DO almost overshadowed Sega and Nintendo with their 32-bit super CD multiplayer. However, Sega showed, once again, that they have the marketing prowess to outstageNintendo, who had very little to show except for a new Special FX game *FX Trax*.

With their Activator, Mega-CD and Sega VR, the boys in blue cleaned up and they weren't shy about letting rumour grow of their new 32-bit plus super console, which will be ready before the end of the year.

Sega are rumoured to have united with a large American film studio to produce software for the machine, but sceptics fear that the launch will be delayed until next year so that the Mega-CD rules for at least one Christmas. Nintendo seem to have dropped their plans for a SNES-CD add-on, and will release their own 32-bit CD system next year.

The cross over of the industry from small time into big time was the major notable change from previous shows. The video games sector filled a whole hall, and about 30% of the entire show whereas only 20% of last year's show was dedicated to video games. Now that publishers develop for both Nintendo and Sega consoles, plus a multitude of CD and floppy systems, most had their own stands. Big movie licences, coupled with large independent publishers (such as Sony, Electronic Arts, Acclaim, Konami and Virgin Games) covering multiple systems has revived the fortunes of the industry.

MEGA DRIVE

Although there was a whole showful of new games, many had been seen five months ago, in Las Vegas, and, to be honest, there were only a few games that stood out. SegaPro has picked out the games that will be released in future that seemed the best of the bunch.

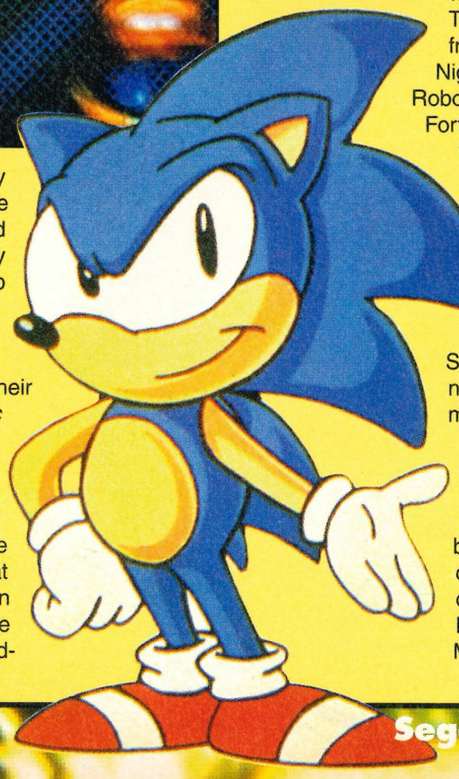
SONIC SPINBALL

SEGA ● NOVEMBER ● 8Mbit ● £40

Whether this is given the official *Sonic 3* tag or not, it's certainly the third game starring Sonic and "will be released on Segamania day sometime in November". Sega are denying that it is *Sonic 3*, and probably don't want to enter into the sequel saga that dogged Sylvester Stallone's Rocky movies, so have come up with an original title. Forget what they may have us believe, *Sonic 3* has disappeared from their schedule and *Sonic Spinball* has taken its place!

Inconspicuously hidden in the middle of the Sega stand, bypassers were fooled into thinking that *Sonic Spinball* was a spin off (excuse the pun) game and the real truth was hidden. Had Sega stuck up a sign with "Sonic 3" and "no photographs", the game would have attracted massive attention.

The game was on video, so there wasn't a chance of a test. Amazingly, when it appears it will only be on an 8Mbit cart. The gameplay is derived from the popular Casino Night Zone in *Sonic 2*. Robotnik has created the Veg-O Fortress, a robot factory set within a volcanic island, and has protected it with the Pinball Defence System, in which thousands of helpless animals are trapped. This time, Sonic has his Power Sneakers, Spin Attack and numerous other moves. He must save the animals, destroy the Veg-O Fortress and keep his head together! Tails seems to have taken a break from this outing and come November, there will only be one Sonic The Hedgehog release on Mega Drive.



STREET FIGHTER II: SPECIAL CHAMPION EDITION

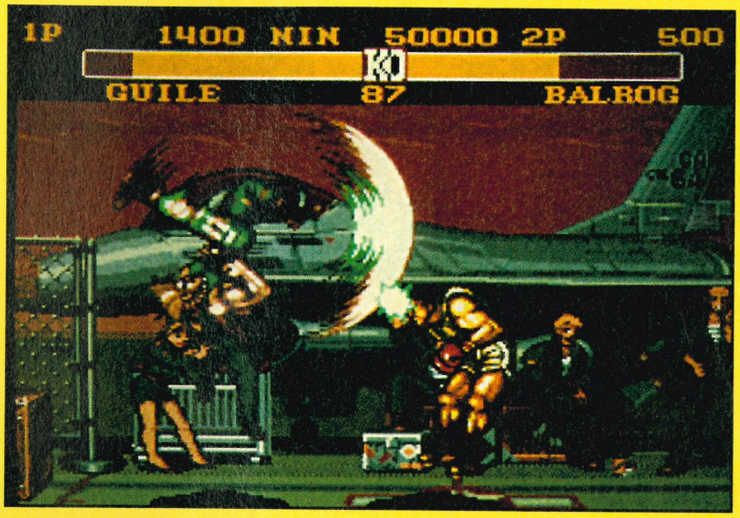
MEGA DRIVE

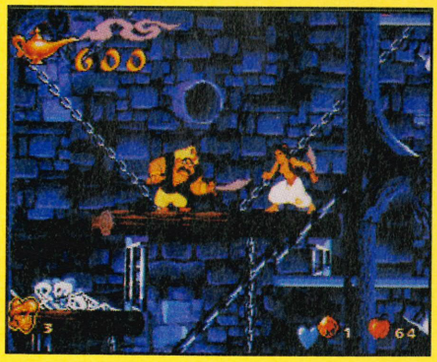
CAPCOM ● SEPTEMBER ● 24Mbit ● £60

The long awaited *SF II SCE* was finally displayed for all to see, but no photography was allowed. Needless to say, we got some! If you've seen reviews in other magazines already, take note that *SFII SCE* is totally different from *SFII CE*. The street fighting moves are still there, but so much more has been added to the substandard original.

If you've been collecting the posters in this and the previous issue, you should know most of what you need to know already. When Capcom attempted to convert the arcade machine's graphics and sound into a 16Mbit cart, they found that it couldn't be done. Capcomhad originally decided to downgrade the graphics and limit some of the special features, but once the game was almost complete, they decided that it wasn't good enough and restarted the backgrounds, music and special features from scratch – only the characters and their original moves remained.

The results are amazing; the graphics, sound and play are identical to the arcade with many extra features such as a special tournament mode and the hyper option. This will be the first ever 24Mbit cart (the SNES *Turbo Edition* cart will only be 20Mbits!), so expect it to cost around £60.





DISNEY'S ALADDIN

MEGA DRIVE

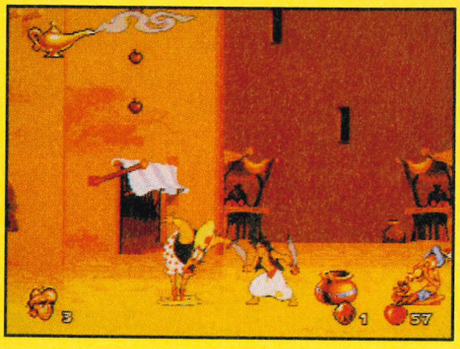
SEGA ● OCTOBER ● 16Mbit ● £45

This was one of the most spectacular piece of Sega software at the show. Not because it was a totally unexpected find, but because it's the first game that the Disney animators have actually been involved with. Disney have previously licensed their games out, with the SNES version of *Aladdin* being snapped up by Capcom, but never before have they become involved with any game's production other than for quality control.

Aladdin passes through 11 spectacular scenes including the desert, the palace and the prison as he searches for the Scarab. He must defeat the evil Jafar to win the hand of the Princess Jasmine.

Most of the game is finished and it looks absolutely perfect – it's almost as if you are playing a cartoon! The action is fast and frantic and, as the whole plot centres around that of the film, Aladdin meets familiar characters. Although this will be released by Sega, the game's development is being handled by Virgin Games' top Sega programmer, Dave Perry.

The film was huge and with the triple-pronged backing of Sega, Disney and Virgin Games, there's no doubt that this will certainly be one of the hottest releases of the year.



MORTAL KOMBAT

ACCLAIM ● SEPTEMBER ● 16Mbit ● £50

Acclaim hope that this will be the biggest console release yet, and have predicted big things. It's been fully previewed in this issue and will be reviewed next month, but it is worth noting that it was well received at the show. It differs from *SFII* in that the characters are digitised and not drawn. Which of the two September fighting releases will win remains quite a topical issue in the SEGAPRO offices.

WINTER OLYMPICS

US GOLD ● NOVEMBER ● 8Mbit ● £45

US Gold were exuberant over the second official video game licence for the Olympic games. *Olympic Gold* was their first, but now they are taking the game to the winter terrain.

There are ten events with the courses digitally reproduced from the 1994 official course in Lillehammer, Norway. Gamers will be able to represent male and female athletes from 16 different nations with three difficulty levels.

DESERT DEMOLITION

SEGA ● DECEMBER ● 8Mbit ● £40

Starring Road Runner and Wile E Coyote, Sega promise that this will be the fastest game on the Mega Drive, not including Sonic, of course. Wile E Coyote chases the fabled bird through the desert in a wild and zany challenge that is characteristic of the cartoon.

Seven levels await gamers who'll either love or loathe this Loony Tunes production that also boasts dynamite animation graphics and sound.

HAUNTING

EA ● SEPTEMBER ● 16Mbit ● £50

Starring Polterguy, this is about as close to Beetleguise that you'll ever get! After being killed off by greedy relatives, Guy's spirit attempts to scare his killers right out of the mansion. Only then can he rest in peace.

To frighten the half wits, there are over 250 objects that can be moved, altered, or haunted by Polterguy as he stalks the mansion.

This stood out from the other Electronic Arts releases because it was original and, above all, fun. The mansion and its grounds are huge, varied and the animation astounding.

BIG 'N' RAD

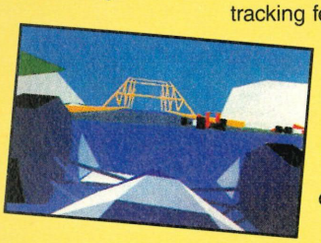
VIRTUA RACING

SEGA ● DECEMBER ● 16Mbit ● £60

An instant hit in the arcades, *Virtua Racing* will be released for Christmas. Remember Nintendo's Super FX chip? Well, using Sega's revolutionary new DSP chip in the game cartridge, incredibly fast polygon graphic images have been made possible on the Mega Drive. Sega will release a vector graphics chip later, but they claim that the DSP will do the job for now.

Before the chip had been made, fast polygon graphics were out of the Mega Drive's depth, but now we could be seeing a clutch of DSP vector graphic releases.

Other than Sega's new chip, the game boasts multiple Formula One racing circuits, a choice of scenic roadway views (!) and a tracking feature that continually records lap times, speed and standing throughout the race.



Although the game wasn't up and running at the show, video footage and screen shots have been released. The game has stunning vector graphics that just have to be seen – the action is fast and realistic.

This is sure to be high on the shopping lists at Christmas, but it won't come cheap as the extra cost of the DSP, then some, has been passed on to gamers.

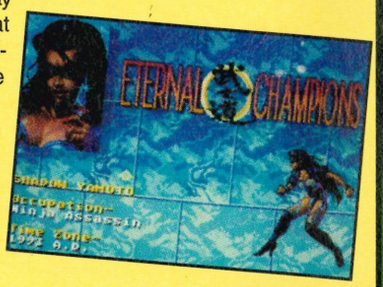
ETERNAL CHAMPIONS

SEGA ● NOVEMBER ● 24Mbit ● £55

Sega were giving this one-on-one *Street Fighter* clone a lot of exposure. It's going to be the second 24Mbit cart and will be Activator compatible.

There are 11 characters, 35 different moves with Thai Kickboxing, Kapkido Cane Fighting, Green Beret Special Forces and Brazilian Capoeria fighting styles. Using the Activator, players will be able to use their own combinations to perform the moves and action on screen.

Players can change the number of matches that fights will be fought over; there is no limitation of the best of three as seen in other fighting games. There's a super instant replay mode so that a fight can be replayed at slow speeds. Both Sega's new products, the six-button joypad and the Activator, will be supported.



Sega have attempted to create what seems to be a direct assault on Capcom's *Street Fighter II* – which sets the standard for all fighting games. Unlike Capcom, they aren't limited to producing an accurate conversion of a coin-op, but can take the best parts out of *Street Fighter II SCE* and add more features.

Eternal Champions was given a big display and was being heavily plugged, so don't discount some heavy game playing action come November.

JUNGLE BOOK

VIRGIN ● NOVEMBER ● 8Mbit ● £45

Virgin Games tie-in with Disney started with this development. It has been put on slow burners while the team go full steam ahead on *Aladdin*. However, it's close to completion and should be out in November to coincide with the release of the video.

The graphics are wonderful, the gameplay similar to *Global Gladiators* (it's from the same development team), and the music is verging on CD quality. With several top class developments, it seems that David Perry and his team can't put a foot wrong.

LEMMINGS 2

PSYGNOSIS ● DECEMBER ● TBA ● £TBA

Not much release information is known about the sequel to the biggest game ever other than it will be out for Christmas. *Lemmings* didn't take to console just as well as it did floppy, but it was a successful release nonetheless. Now that Psygnosis are affiliated to Sony, and have their own Sega publishing licence too, they will be releasing and marketing the game themselves.

Lemmings 2 will be more involving strategically with more controls and dastardly puzzles and is sure to be a Christmas No.1 contender.

TOEJAM & EARL 2

SEGA ● NOVEMBER ● 8Mbit ● £40

Toejam & Earl are the coolest, funkiest aliens in the known galaxy. There's one thing that they really don't like and that's ignorant humans who invade their planet, causing destruction in the form of pollution. The guys take on a cool mission to round up the beings and send them packing on a ship back to Earth.

As in the original version, the colours are fabulous, the aliens are hip and the music jazzy. Watch out for the sequel of the year around Christmas else be square.

SOLDIERS OF FORTUNE

IMPORT ● TBA ● 8Mbit ● £40

Spectrum Holobyte are releasing The Bitmap Brothers floppy smash, *The Chaos Engine*, under this new name. It may not be licensed in the UK, as Sega don't seem to like the Bros (*Gods* was turned down), but someone HAS to bring it over – even on import!

This game features 16 levels of pure unadulterated monster splatting with the main goal being to destry the Chaos Engine. Its development took the Bitmaps well over a year. Expect this to rattle the buttons off your joypad when it eventually arrives.

AERO THE ACROBAT

SUNSOFT ● SEPTEMBER ● 8Mbit ● £40

Aero flies through the air with the greatest of ease in this, his first, escapade. Sunsoft hope that Aero will be to them what Sonic is to Sega and Mario to Nintendo.

Aero, a circus acrobat who performs stunts while simultaneously thwarting terrorists, is a cheeky showoff who seems certain to top the bill in September and Sunsoft are already talking licensing and merchandising deals.

What's almost certain is that the cheeky character will be popular with kids..

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CD SONIC

SEGA ● OCTOBER ● CD ● £40

You'd think that with the power of CD technology, Sega would try something adventurous with this version starring the world's coolest character. However, there are very few gameplay changes, with most of the development being cosmetic.

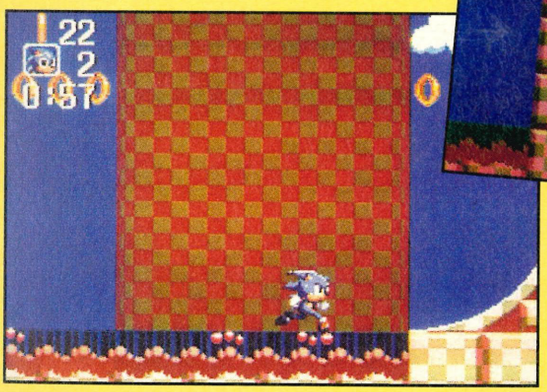
Taking place on Little Planet, Sonic arrives to free the animals from the evil clutches of Robotnik. There is a completely new soundtrack, with both enhanced sound effects and graphics. Although not in the preview version, Sonic has a female friend, Amy Rose or Rosy The Rascal, who chases him around. She's not a girlfriend, but just a fan and likes nothing better than fortune telling and anything of an occult nature.

CD Sonic is basically a revamped *Sonic 2*, featuring an animated introduction, with better music and graphics. Sega developers admit that making a CD version of Sonic is a difficult task as many of Sonic's characteristics have already been exposed and if the game is too different at this stage, the whole feel of the game will be lost. They are hoping to let Sonic show some of the advanced features of the Mega-CD and if these guys can't do that, no-one can!

SONIC CHAOS

SEGA ● NOVEMBER ● 4Mbit ● £25

This is, to all intents and purposes, *Sonic 3* on Game Gear (and probably MS too). *Sonic Chaos* has all the right ingredients to make it a smash sequel. What's spectacular about this is that Tails eventually makes his appearance on the 8-bit systems.



Robotnik has snatched the red Chaos Emerald and if he gets hold of the other five, he'll use them to make deadly nuclear weapons. Sonic and Tails have a double mission to protect the remaining Emeralds and retrieve the red Emerald from Robotnik's grasp.

After a short play test, *Sonic Chaos* appears to be what *Sonic 2* should have been at the outset. The programmers have taken many of the features of *Sonic 2* on the Mega Drive and added their own tricks over 18 levels in six zones. Watch for Sonic and Tails spinning through the mind-bending roller coaster landscapes from November's Sonicmania day onwards.

SILPHEED

SEGA ● SEPTEMBER ● CD ● £40

The background graphics are okay, with good fractal landscaping, but the sprites are small and there is very little gameplay if you like more in your games than *Space Invaders* can supply.

What is apparent, though, is that *Silpheed* is one of the first games to use the Mega-CD's capabilities to any extent whatsoever. Okay, *Batman Returns CD* may have had scaling and rotation, but not to any purpose other than it was there.

Let's hope that *Silpheed* heads the new generation of CD releases.

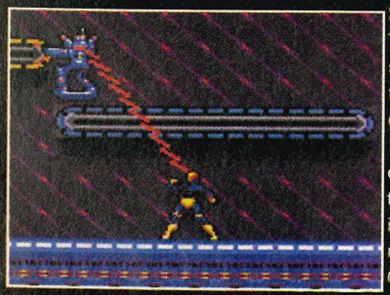
F1

DOMARK ● SEPTEMBER ● 4Mbit ● £28

The racing season starts here! Domark's racing hit is exclusively reviewed in this issue for the Mega Drive, but the Game Gear version was on show at the CES and, let's say, it took up a load of our time, causing us to miss an appointment with a massively big company! It's that impressive, but don't just take our word for it, wait until next issue to hear more about this superb racing game.

MARVEL COMICS' X-MEN

SEGA ● DECEMBER ● 4Mbit ● £25



The X-Men take to the small screen. The seven mutants have their own individual abilities with which to defend the world from the dastardly Magneto and his villainous minions.

Gear-to-Gear linkup allows two players double action as they fight in unison to defend their principles. X-Men doesn't only look good, it sounds good too and there is sure to be many happy comic fans out there at Christmas.

ECCO

SEGA ● OCTOBER ● 4Mbit ● £25

The young ecological (bio-degradable!) dolphin who has touched the hearts of the whole console world leaps onto Game Gear to recover his lost pod and reveal the timeless secrets that could save the world.

All 29 levels have somehow been squeezed onto the 4Mbit cart. It sounds almost impossible to cut a game down by half and manage to keep all the levels in there, but the bods at Sega have done it!

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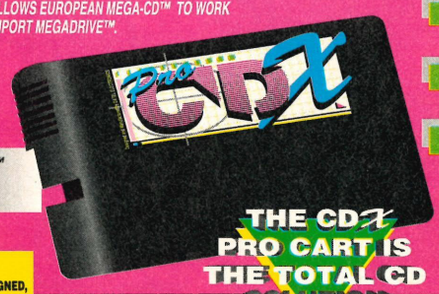

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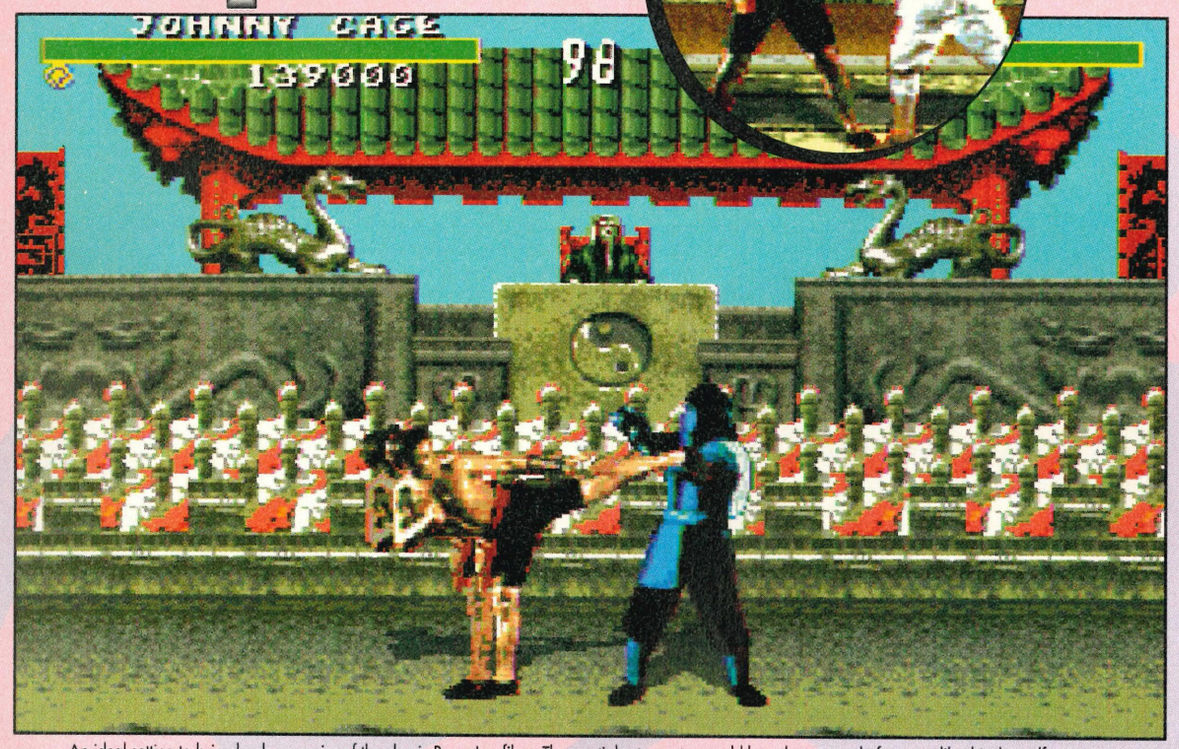
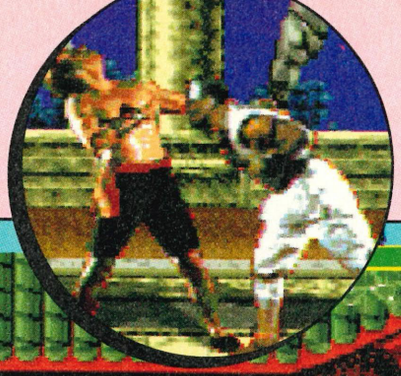
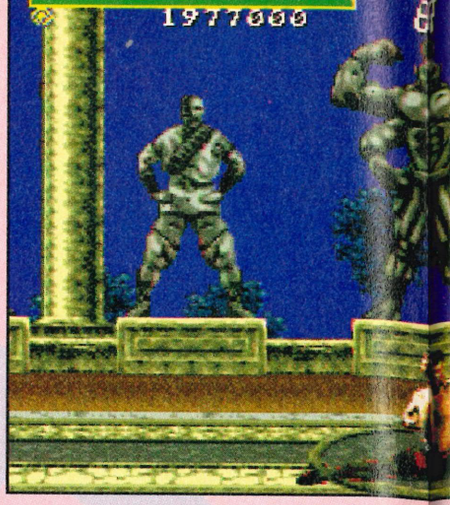






An ideal setting to bring back memories of the classic Bruce Lee films. The martial arts master would have been proud of a move like this, but self-conscious actor Johnny Cage appears to have ruined his block -busting Hollywood chance. A hooded opponent, by the name of Sub-Zero, blocks the onslaught and prepares to retaliate. Johnny took the first round, so a chilly Sub is in the spotlight. Can he handle it?

Mortal Kombat originates from the arcades with a two-player machine that rivals *Street Fighter II*. Programmed by American Ed Boon in association with John Tobias, John Vogel and Dan Forden, it features superb sound and digitised graphics that have been video animated to screen to create the most realistic fighting sequences ever.

Special moves and death moves provide arcade battlers with complicated button and directional combinations. Fireballs, teleports and spears add a little gore, but the real

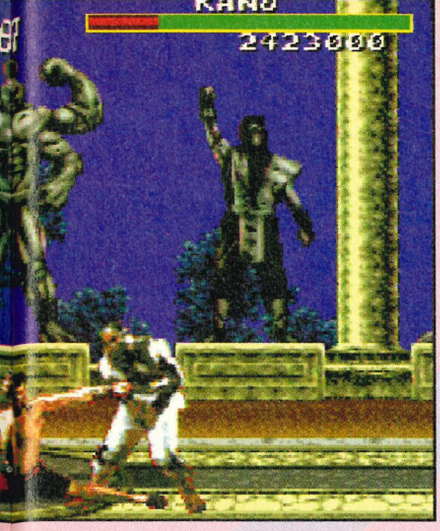
Monday 13th September is the day that Acclaim are launching *Mortal Kombat* on the Mega Drive, Master System and Game Gear. Not only is it going to be made available in the UK, but American and Japanese versions will be on sale on exactly the same day. This looks as if it's going to be one of the biggest cartridge releases of the year!

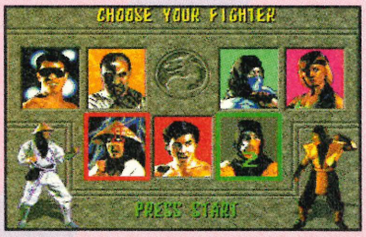
The guys and gals at Probe Software have been working on the game's development for the past six months, so we thought it was high time we visited the Croydon-based company. Jason Johnson enthusiastically tells us what all the fuss is about.

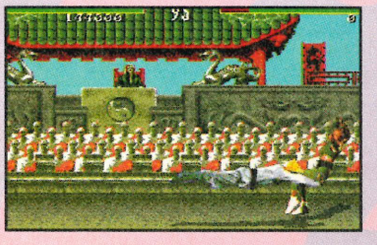
MORTAL

MEGA DRIVE

MORTAL KOMBAT: THE CHARACTERS © MIDWAY.







attraction is the blood. It's everywhere, flying across the screen as heads are battered and bruised into oblivion. The spiked pit, a hidden lower section of the fighting area, is another special feature.

In one-player mode you must first fight each of the six fighters in one-on-one combat. All fights are decided over three bouts. The aim of the game is to defeat each of the opponents, climbing the tournament ladder as you win. The final fight is a mirror match where you and your twin battle it out.

Endurance battles are the next hurdle. These are much tougher than the original one-on-one fights as you must defeat two opponents in a row. Bonus stages between alternate bouts also test your skills and award you with extra points.

Special moves, as you may expect, are an important part of the game. They include teleports, flame throwing and flying kicks. Death moves give you another fighting move to master. Beat your opponent into the ground and as he sways to-and-fro writhing in agony, execute a death move. If you're on the receiving end, expect to be decapitated, burned to a crisp or have your heart pulled out, etc.

In each of the three endurance fights you'll be up against two opponents one after another. All the time, though, Goro and Shang Tsung secretly and patiently wait for you in the final battle. Shang Tsung, the king of all fighters, is able to transform himself into the shape of any fighter at any time. He can also use any of their special weapons at any time.

Special moves are a major part of the game and no-one performs them quite as well as the Green Goddess.

There's some real graphical effects for you. Blood and gore plastered all over the screen give MK the edge.

THE COMIC

A highly sought after piece of literature, though obviously not quite to the same extent as SEGAPRO, is the Mortal Kombat comic. If you've played the arcade machine, you may have seen the advert for your very own collector's edition comic book.

The comic gives you an insight into the background of the game. The history of the Shaolin tournament is fully explained, together with its downfall. The fighters appear in its glossy pages and it's well worth checking out. Ed Boon, programmer of the original arcade game, edited the comic together with Roger Sharpe.

PROS

Each character will include virtually all the moves that are in the arcade game. The speech is to be left out of the cartridge machines, but the Mega-CD version will have all the music! This gives Sega gamers the best of both worlds. Not only will the gameplay be better than SNES games, as usual, with new Mega-CD technology the graphics and sound should be unequalled.

A big selling point of *Mortal Kombat* is that there's no other fighting game quite like it. *Street Fighter II: Special Champion Edition* will be released in September too, but there is a definite advantage for the Midway game over Capcom's; the arcade machine is better! With a stronger and more popular foundation, particularly in the States, no other fighting game has been so awaited on Sega systems.

PROPLAY

First impressions of the Mega Drive version are very good. The graphics are extremely impressive, despite the obvious colour limitations. All the characters are included and the bonus stages are very similar to those of the original arcade game. The background graphics are very atmospheric and the sound effects are bone-chillingly realistic.

There's little doubt that *Mortal Kombat* is going to be huge on all formats. What with it being fast, addictive and a very close clone of the arcade game, it can't go wrong. The blood FX and spiked pit are also included. Just in case this sounds too gruesome, a secret password must be entered to access these scenes – a clever parent-pleasing ploy if ever I've seen one.

The gameplay is action-packed and instantly addictive. Accessing moves is relatively easy, despite some complex button combinations. Standard three button joypads are compatible and, of course, the two-player mode is un-matched. This is shaping up to be the best fighting game on the Mega Drive, Master System and Game Gear for a long time.

MEGA DRIVE

MORTAL KOMBAT

ACCLAIM ● £49.99 ● OUT SEPT

CART SIZE ...16Mbit
PLAYERS 2
STAGES 11
SKILL LEVELS.....4
FEATURES ....continues
CONTACT
Acclaim ✆ (0962) 877788

ACTION
STRATEGY

DONE

KOMBAT

MASTER SYSTEM GAME GEAR

MORTAL KOMBAT

THE FIGHTERS

LIU KANG

AGE: 24
HEIGHT: 5' 10"
WEIGHT: 185lbs
HAIR: Black
EYES: Brown
LEGAL STATUS: Citizen of the People's Republic Of China
BIRTHPLACE: Honan Province, China
OCCUPATION: Shaolin Monk, Fisherman.
SPECIAL MOVES: A super flying kick and a fierce bolt of energy can be fired at his opponent.
DEATH MOVE: Releases a devastating uppercut to decapitate opponents.

KANO

AGE: 35
HEIGHT: 6'
WEIGHT: 205lbs
HAIR: Black
EYES: 1 brown, 1 infrared (built into metal implant)
LEGAL STATUS: Wanted in 35 countries.
BIRTHPLACE: Unknown
OCCUPATION: Member of Black Dragon.
SPECIAL MOVES: Attacks his opponents with throwing knives and the Kano Cannonball.
DEATH MOVE: Kano's death move leaves opponents hearts ripped out.

RAIDEN

AGE: Eternal
HEIGHT: 7'
WEIGHT: 350lbs
HAIR: Black
EYES: None
LEGAL STATUS: Deity – does not apply
BIRTHPLACE: None
OCCUPATION: Thunder god
SPECIAL MOVES: Raiden can teleport himself around the screen . He can also use the Raiden Dive , a bone-crushing head-butt to the ribs.
DEATH MOVE: Raiden repeatedly electrocutes an opponent until their head explodes.

SCORPION

AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210lbs
HAIR: Black
EYES: Varies
LEGAL STATUS: Reincarnated specter.
BIRTHPLACE: In former life – unknown, as Scorpion – Hell
OCCUPATION: In former life – unknown, as Scorpion – a lost soul hell-bent on revenge
SPECIAL MOVES: Can teleport around the screen, and spear opponent's necks.
DEATH MOVE: Breathes fire, charring his victim

JOHNNY CAGE

AGE: 29
HEIGHT: 6' 1"
WEIGHT: 200lbs
HAIR: Brown
EYES: Blue
LEGAL STATUS: Citizen of the United States
BIRTHPLACE: Venice, California
OCCUPATION: Actor
SPECIAL MOVES: A sliding shadow kick and the splits punch which is carefully aimed below the waist.
DEATH MOVE: Similar to Liu Kang, Johnny Cage uses an uppercut to decapitate his opponent.

SONYA BLADE

AGE: 26
HEIGHT: 5' 10"
WEIGHT: 140lbs
HAIR: Brown
EYES: Blue
LEGAL STATUS: Citizen of the United States
BIRTHPLACE: Austin, Texas
OCCUPATION: Lieutenant in the US Army & Special paramilitary police.
SPECIAL MOVES: A brutal uppercut and the agile crab attack, a yoga flip with her legs that grapples an opponent around the neck.
DEATH MOVE: Lose against this lady and her fireball will burn you into a fleshless skeleton.

SUB-ZERO

AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210lbs
HAIR: Black
EYES: Brown
LEGAL STATUS: Resides somewhere in China
OCCUPATION: Life long member of the Lin Kuei, (ninja-type, assassins.)
SPECIAL MOVES: Sub-Zero attacks with a slippery sliding kick and a cool ice blast that freezes anyone who dares to attack him.
DEATH MOVE: Lose to Sub-Zero and he'll casually rip your head off.

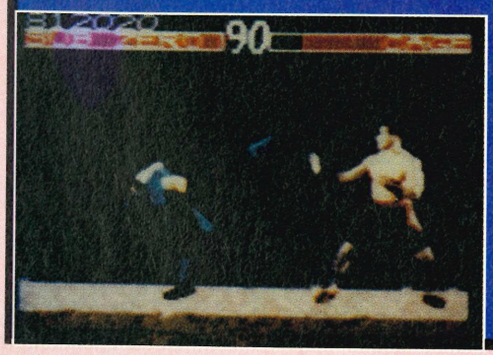
GORO

AGE: 2000
HEIGHT: 8' 2"
WEIGHT: 550lbs
HAIR: Black
EYES: Red
LEGAL STATUS: Earth – none, Outworld – Prince Of Kuatan
BIRTHPLACE: Kuatan, Fourth Astral Plane of Shokan, Realm of the Outworld.
OCCUPATION: Prince Of Kuatan, Ruler Supreme of Shokan's Armies.

KOMBAT GEAR

Also to be released at the same time as the Mega Drive and Master System versions is the Game Gear *Mortal Kombat*. Never before have owners of this hand-held had the chance to play a combat game of such quality.

One-player mode allows you to fight against each of the other contestants in the normal way, climbing the ladder to the top towards the ultimate crown. All fights are decided over three bouts. To win a bout you must diminish your opponent's energy. Win two and you'll climb the ladder to the next fight.



As can be seen, the Game Gear has been pushed to its limits. The characters are pretty large and well defined.

PROS

Playing *Mortal Kombat* through the Gear will be an experience in itself. Obviously the limitations are going to be fairly noticeable, but it's the not so important backgrounds that will be affected the most. The sprites will be just 60% of the original size, but what will clearly stand out is the gameplay. It should be just as exciting and addictive as the MD game.

PROPLAY

The small screen is surprisingly playable with similar options and graphics as on the Master System. Each of the sprites is clearly detailed and although backgrounds are dull, this has little affect on the overall enjoyment. The game supersedes anything else with its gruesome gameplay!

GAME GEAR

MORTAL KOMBAT

ACCLAIM ● £34.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS 2
STAGES 11
SKILL LEVELS.....4
FEATURES ....continues
CONTACT
Acclaim ✆ (0962) 877788

ACTION

STRATEGY

DONE

TO DO

MORTAL MASTER

Fights are held over the best of three rounds. Defeat each opponent in turn to climb the tournament ladder and meet the final guardians. There are special moves and death moves to use as added artillery. Unlike the Mega Drive version, there have been limitations in backgrounds and colour. This was to be expected with the Master System being slightly less powerful as a games machine. Whether this affects the overall standard of the game is waiting to be discovered.

aimed towards prolonged playing time, so play it once and you're hooked!

PROPLAY

Limitations of the Master System tend to be more noticeable than on the Game Gear. Although the game is practically the same, there tends to be a slower feel to the gameplay.

It was to be expected, but having said this, no other MS game plays as well.

A close battle between Sonya and Cage provides some seriously bloody action. Smack! Ho! Ho!

PROS

Streets of Rage is the only beat-'em-up game of any substantial quality for the Master System. Even so, this fails to bring fast fighting action to the screen and it leaves you with nothing more than a game that looks good. *Mortal Kombat* hopes to offer more action than anything released to date. It's also

Now I know that to play fighting games you have to be agile and fit, but Raydon tends to take this to the extreme. What with his high flying-kick and immense electrical powers, there are times when this attack could turn out to be seriously unadvisable.

MORTAL KOMBAT

ACCLAIM ● £34.99 ● OUT SEPT

CART SIZE 4Mbit
PLAYERS 2
STAGES 11
SKILL LEVELS.....4
FEATURES ....continues
CONTACT
Acclaim ✆ (0962) 877788

ACTION
STRATEGY
DONE
TO DO

GARY LIDDON INTERVIEW

The producer of *Mortal Kombat*, Gary Liddon, answered a few questions to give us an insight into the development process:

Compared to other games, has the development time been longer or shorter than usual?
We've spent six months developing *Mortal Kombat*. This is a comparatively short development period with the majority of games needing twice this amount of time. The reason it's been so quick is that the conversion from arcade to console was fairly simple.

How did you convert the video animated sprites from the arcade machine?
The original set of frames for the fighters were digitised in 436 colours and towered at 1000 pixels high. We spent quite a lot of time writing special software that used advanced techniques to reduce the size and colours of all the fighters' frames.

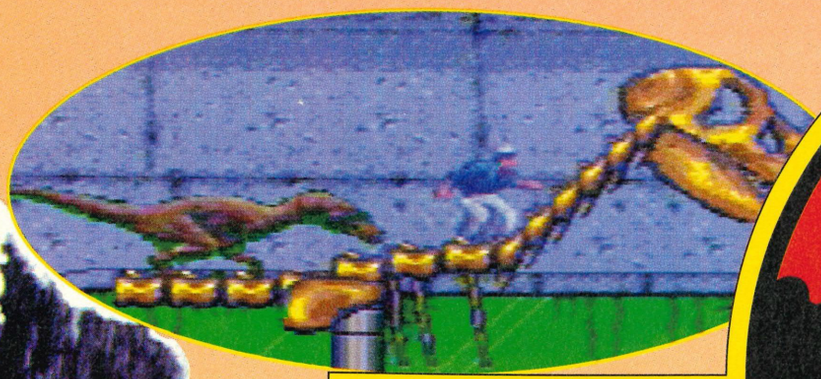
How do the main sprites compare to the arcade version?
The Game Gear and Master System have 12 colours for the sprites and are 60% the size of the original, while the Mega Drive is 75% the size of the original code and uses 16 colours.

What about the number of frames used for each character?
The arcade version uses 1600 frames for all the fighters. Obviously, to include this on the console version was a bit over-ambitious, so we had to make some compromises. For the Mega Drive, the frames were successfully reduced to around a third of the original capacity. It took us a bit of time to get this just right, but the effort was well worth it.

What can you tell us about the Mega-CD version?
I can't really say much about the Mega-CD version at the moment, although the frames we cut out of the Mega Drive version will definitely be included. We've also got a few other tricks up our sleeves that, once in place, are going to make *Mortal Kombat* the final word on CD beat-'em-up gaming!

PROFILE

Name: ..... Gary Liddon
Age: 26
Job description: ..... Producer
Lives in: ..... Norbury
Favourite food: ..... My words, I often eat them.
Fave item of clothing: Probe uniform: black polo and jeans.
Fave music: ..... The Smiths
Big break:..... I often take them.
Fave game:..... Whist
Fave person: ..... That one who works in Cath's Bistro in EastEnders.



JURASSI

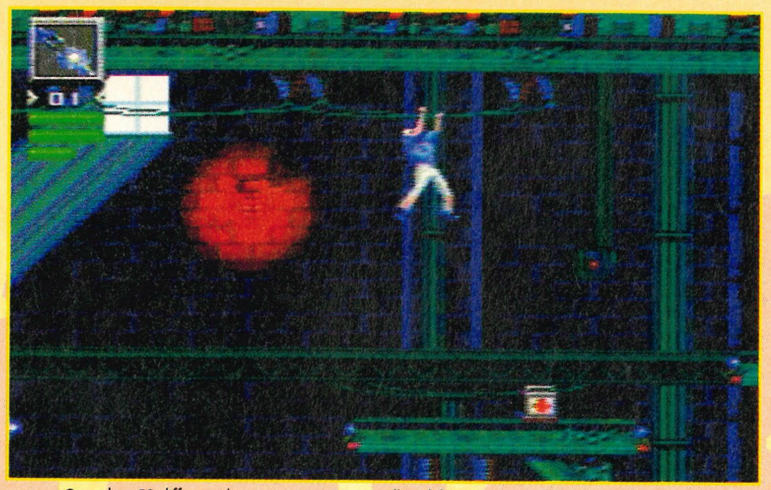
TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

In recent years, director Steven Spielberg has brought more films to the cinema than most directors could hope for in a lifetime. Among his highly acclaimed releases are titles such as Back to the Future (parts I and II), Indiana Jones and the Last Crusade, Hook and the biggest grossing movie ever, ET. Sound familiar? Even if you haven't managed to catch all of those films, you may have seen some of them in game form on your Mega Drive, Master System or Mega-CD.

With a huge success rate in both the film and console markets, Spielberg's creations are hot property. However, this time he has something special up his sleeve. Jurassic Park is set to be this year's BIG film and in true go-get 'em style, Sega have acquired the rights to produce games for their own consoles. What's so special about this release? Sam Hickman digs the dirt down at Sega to discover exactly what this monster game is all about.

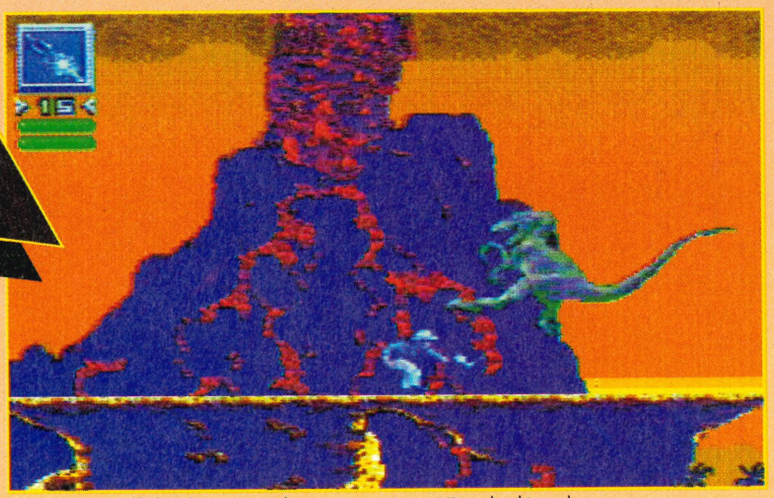
It's easy to see why Jurassic Park would make a great video game. If the vicious monsters aren't enough, there are the helpless human beings, an underlying sinister plot and an overall quest to exterminate the baddies! Although this sounds like a million and one other computer games on the market, Sega hope that this will follow in the footsteps of the film's outstanding quality. Sega have been working on this

Aaah! Steer this boat the wrong way and you'll plunge into obscurity! The boat is fairly hard to handle, but once the moves are learned, getting through the level should be no trouble at all.



Grant has 50 different character animations in all and this is just one of them! Hoisting yourself around the ropes is fairly tricky, but you'll need to master it if you want to avoid becoming dino dinner!

C PARK



Dinosaurs lurk in the strangest places, even in canyons! Grant has his work cut out exterminating raptors, but with the help of a stun gun, things shouldn't be too difficult! The green tinges around the dinosaur are yet to be modified for the finished version.

Here the dinosaurs have a chance to get their own back! As a raptor, you must concentrate on escaping fron Jurassic Park while eating as many humans as possible! At least the animals get a chance for a change!

★★★★THE FILM★★★

If there's one animal that most kids get obsessed by, it has to be the dinosaur. For millions of years these creatures ruled the Earth before they became extinct. All that's left now are a few footprints, fossils and the odd reconstructed skeleton.

Although dinosaurs are well and truly extinct, what would happen if they could roam about in the 20th century? You don't need a scientist to tell you that the results could be catastrophic! Spielberg's new film ponders these exact concepts in what reputedly is the most spectacular science- fiction movie to date.

★★★THE PLOT★★★

John Hammond, described as "a kind of dark Walt Disney", is a money-grabbing theme park developer. With the help of Dr Wu, a talented biogeneticist, Hammond is able to clone dinosaur DNA and re-create the monsters for his amusement park. All is well until the eve of the park's opening, when the security system fails. As a result, Hammond, along with his guests, are left helpless at the clutches of some very angry, hungry dinosaurs!

★SPECIAL EFFECTS★

To achieve the realistic dinosaurs and special effects needed for Jurassic Park, a team of experienced and talented designers were gathered. Among the staff were ILM (Industrial Light and Magic), the leaders in computer generated imagery. Their breathtaking animation has already been seen in Terminator 2: Judgment Day and since then, the work offers haven't stopped flooding in.

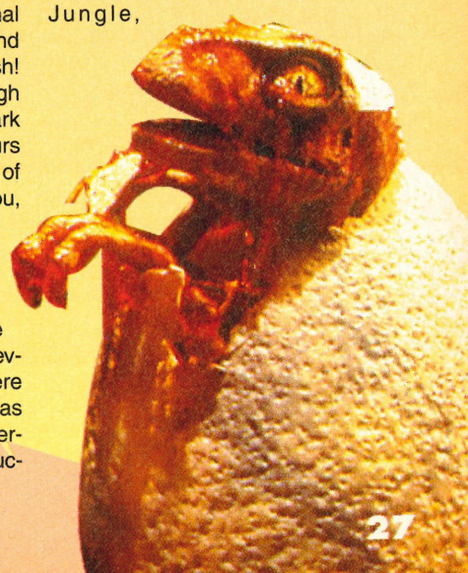
Creating the dinosaurs for Jurassic Park wasn't an easy job, but after months of hard work, the results are astounding. Initially, ILM were only contracted to produce one image, but after Spielberg saw the results, they were commissioned to produce additional shots! Look out for a herd of computer generated dinosaurs and a sequence showing a Tyrannosaurus Rex walking in daylight.

release for well over a year and although it's still not finished, they are very pleased with the results so far. *Jurassic Park* loosely follows the film's plot, although there are more dinosaurs and less human characters than in the film version.

As Grant (a talented palaeontologist), your task is to rid the dinosaurs from Jurassic Park. It's not going to be easy – most of the original dinosaurs now have offspring and they're all hungry for human flesh! You'll have to battle your way through the darkest depths of the theme park to rescue your buddies. Dinosaurs lurk everywhere and the survival of the human race depends upon you, so some heroic tactics are order of the day.

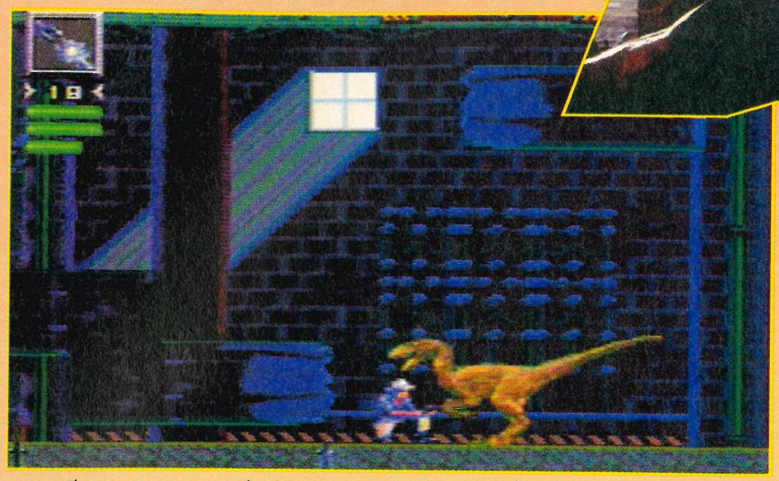
Although the game overview sounds like a standard shoot-'em-up, *Jurassic Park* has many unique elements. For instance, in some levels you play a hungry raptor! Here you must destroy humans as well as other dinosaurs, adding a novel perspective to the gameplay. To be successful, you'll have to eat as much as possible while avoiding the many traps the humans have set.

The full capacity of this big 16Mbit cart has been utilised and although only seven levels are finished at present, there are many more to be included in the final version. At the moment, Grant will have to battle his way through the Jungle,



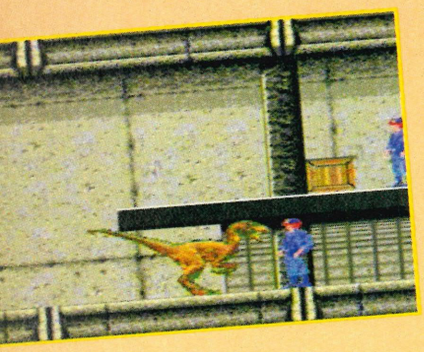
pro FEATURE

JURASSIC PARK



The power station is every bit as menacing as it looks, although there are plenty of power-ups to help you along your way. Although there's only one dinosaur to be found here, many more are to be included in the finished version.

Eeek! Pterodactyls swoop down at every opportunity and although most of them will leave you alone, there's always one ambitious one who will have a go at you! A quick blast from your stun gun should them out though!

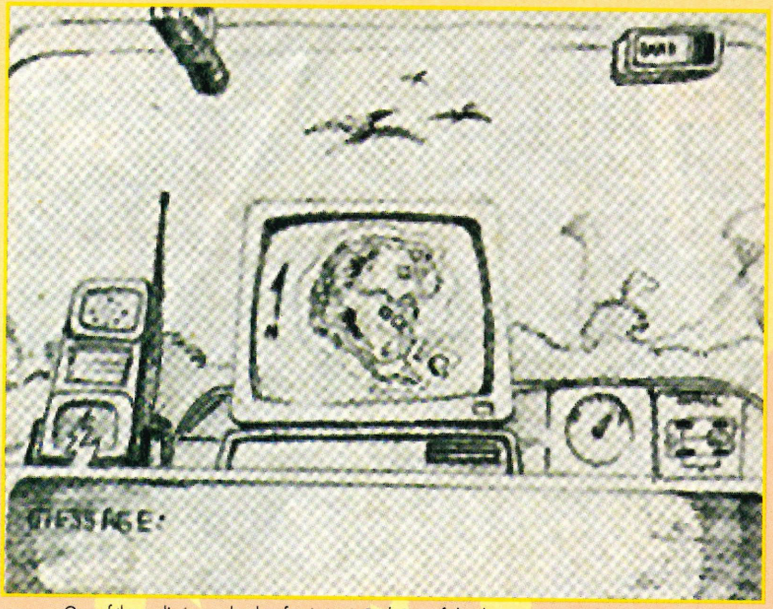


Power Station (parts one and two), River, Pump Station, Canyon, Volcano and the Visitor Centre (parts one-four). Obviously there are levels featuring tasks that the raptor can't complete – such as driving a boat- so the programmers are adapting these levels for dino play too! It hasn't yet been decided which levels will feature human gameplay and which feature dino play, although the finished version will include near-equal elements of both. *Jurassic Park* is now around 60% finished and although the storyline and main graphics are just about ready, smaller details are still at the creation stage.

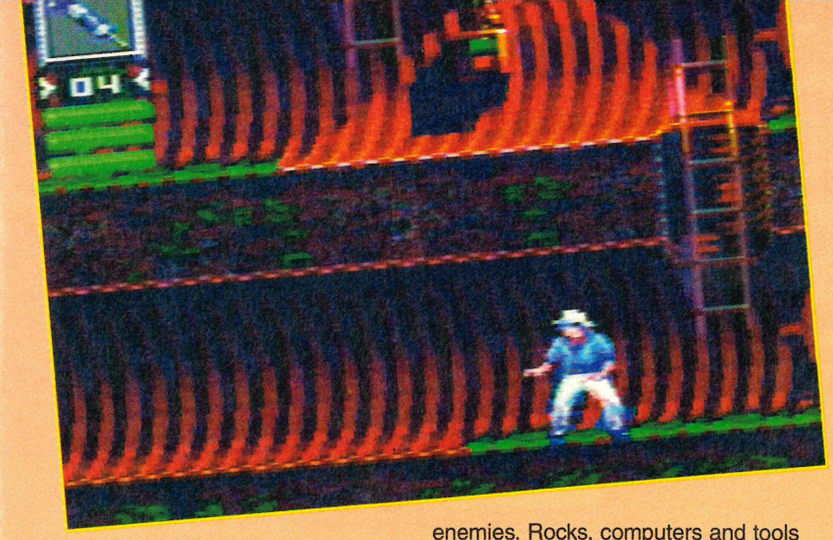
PROS

There are eight different dinosaurs to exterminate throughout the levels, from the vicious Pterodactyl to the king of all dinos, Tyrannosaurus Rex. There are various ways to kill the monsters, but watch out! If you don't shoot them quickly, they'll chase you through the level! A sleeping gas grenade can put any over-energetic dino to sleep, although Grant will have to move pretty quickly, or he'll get stunned too! Other weapons include bait, which is basically a lump of meat used to lure monsters away and a Tazer – an electric light gun. This fires an electric bolt at enemies for

Ha ha! Just when you though you'd got away with it, along comes a dinosaur to spoil all your fun. The aggressiveness of each dinosaur depends on how far you are into the game and the type of dinosaur.



One of the preliminary sketches for *Jurassic Park*. Lots of sketches are put together to form a storyboard and these will then be used to form the game's storyline. After the sketches are finished, the graphic artists work on more detailed pictures.



a limited amount of time. The best weapon, by far, is the rocket launcher, although any budding Rambos will have to wait until the last level to receive it! The launcher can only be used to rescue trapped people and there are only a few ammo rounds available for it.

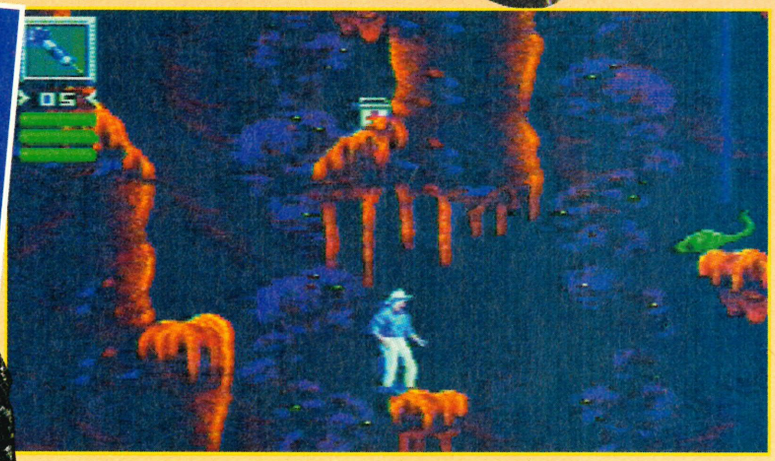
As well as having an arsenal of weapons at his disposal, Grant can use parts of the scenery to deter his enemies. Rocks, computers and tools can all be thrown at dinosaurs and will slow them down when they attack you.

Jurassic Park is very similar to *Another World* and *Flashback* in terms of animation, although its gameplay is very different. There are no puzzles to solve and no highly mysterious plot, but there are other similarities. *Jurassic Park* is platform based and includes both shoot-'em-up and beat-'em-up elements. The graphics are very plush and although *Flashback* was breathtaking, this looks even better! Sprite animation is much smoother and Grant has a wider range of moves.

PROPLAY

Another advantage *Jurassic Park* holds over games such as *Flashback* and *Another World* is that the controls are very easy to get to grips with. Although the animation is very smooth, its gameplay isn't very fast. However, this only enhances the creepy atmosphere. If this was played at high speeds, stumbling across a ten-foot dinosaur wouldn't seem so much fun! Spooky jungle noises accompany the action and spot effects change from exploding volcanoes to rushing rivers in the appropriate places! Many more sound effects are yet to be included, although these will probably be left until the last minute – the programmers are working on even more impressive monsters at the moment!

Although *Jurassic Park* is essentially a platform game, there are plenty of pick-ups and sub tasks to complete in every level. If the graphics weren't so stunning this would be another run-of-the-mill release, but even in its preview stage, it's breathtaking! At the moment it's scheduled for a September release, so look out for a full review soon!



To achieve realistic animations, one of the programmers was filmed while executing Grant's moves.

STEVEN SPIELBERG SPEAKS

We've all heard that Jurassic Park is supposed to be the best film to hit the big screens this summer, but is it all it's cracked up to be? A sneaking suspicion tells us that it's going to be great, but who better to ask than Steven Spielberg himself?

Q Can you sum up Jurassic Park?

A Jurassic Park is a cross between a zoo and a theme park. It's about the idea that man has been able to bring dinosaurs back to earth millions and millions of years later and what happens when they come together. What's interesting to me about this particular project is that there's as much science as there is adventure and thrills.

Q What's going to make this film big?

A There's a big moral question in this story. DNA cloning may be viable, but is it acceptable? Is it right for man to do this, or did dinosaurs have their shot a million years ago? Jurassic Park tackles these issues, but combines high action and adventure elements too.

Q So is cloning a dinosaur actually possible?

A This film isn't about science fiction. It's about science eventuality.

Q What's the big fascination with dinosaurs?

A The first big words I ever learned were different dinosaur species, and when my son Max was two he could not only identify, but pronounce Iguanadon. I think one of the interesting things about dinosaurs is that they're so mysterious. There's a quote from a Harvard psychologist who was asked why kids love dinosaurs so much. He said "That's easy. They're big, they're fierce and they're dead".

PRO DATES

It's here again, the hottest and most up-to-date official release information that's supplied to us by Sega and third party software producers.

There seem to be more releases during August and September than there's been in a long time. Remember, though, that many of these games may slip (ie, come out later than expected), and some may be brought forward.

In any case, it's always better to wait until a game has been reviewed before you spend money on it. With so many games out, some will be better than others!

MASTER SYSTEM

CALIFORNIA GAMES 2
SEGA ● £32.99
The first version was popular on the Master System and California Games 2 should follow in its footsteps.

THE FLASH
SEGA ● £32.99
Join this super hero in his quest for all things good. Immortal he may be, but can he defeat the forces of evil? We hope so!

ULTIMATE SOCCER
SEGA ● £32.99
Could this be the best football game ever? Sega are plugging this as one of their best releases and with hundreds of options, who would argue with them?

POWER STRIKE 2
SEGA ● £32.99
This is a follow up to the original Power Strike, so expect to see much of the same action. The graphics and sound have both been updated for modern gamers.

STAR WARS
US GOLD ● £32.99
US Gold are keeping the contents of this release under wraps. Fans of the Star Wars films should be interested and it's bound to attract non-fans too!

BATTLETOADS
VIRGIN ● £32.99

Join these Teenage Mutant Turtle clones as they attempt to rescue their girlfriend and fellow toads. This title focuses on traditional arcade action and lots of different gameplay styles.

ROBOCOD
US GOLD ● £32.99
Help this fishy fiend find eight explosive penguins littered around the toy factory or it may blow up!

SUPERMAN
VIRGIN ● £32.99
Everyone thought that Superman had hung up his cape for good, but he can't rest while there's still crime on the streets!

BART VS THE WORLD
ACCLAIM ● £32.99
The first time we saw Bart he was plotting against the space mutants. This time he's plotting against the world! Help him, or he could do some really serious damage.

GAME GEAR

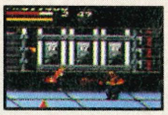
DOUBLE DRAGON
VIRGIN ● £27.99
Hopefully, Virgin will be able to make something of this release and restore the faith in Double Dragon.

SURF NINJAS
SEGA ● £32.99
The Surf Ninjas are cult figures in the US and these rad dudes are mainly concerned with surfing and practising their ninja skills!

GREENDOG
SEGA ● £24.99
Greendog has lost his ultimate surfing pendant and unless you help him get it back, he will never surf again.

WORLD CUP SOCCER
ACCLAIM ● £27.99
Football games seem to be in abundance lately, but Acclaim's latest attempt should cut some ice with footy fans.

BART VS THE WORLD
ACCLAIM ● £27.99
Bart takes on the world in this wacky adventure! Be careful, anyone getting on the wrong side of Bart usually comes off worst, so if you do see him, stay out of his way!

STREETS OF RAGE 2
SEGA ● £27.99

The story is the same as the original: fight the evil gangs off the street and restore truth and justice. Nice idea, only it doesn't seem to work in real life, does it?

SUPERMAN
VIRGIN ● £27.99
Hundreds of children have disappeared from Metropolis and Superman suspects that an evil street gang is behind the confusion.

ROBOCOD
US GOLD ● £27.99
James Pond, code name Robocod is in a bit of a fix. Unless he finds the eight explosive penguins hidden in the toy factory, all the toys will blow up.

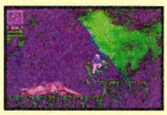
BATTLETOADS
VIRGIN ● £27.99
Toads aren't very nice at the best of times, although this bunch are an exception to the rule. Battling against the forces of evil, this slimy duo are out to rescue their best friends.

ULTIMATE SOCCER
SEGA ● £27.99

Play a single game, or take part in a tournament! This footie sim is another that is set to challenge US Gold's Super Kick Off as the best handheld footy.

MEGA DRIVE

MICRO MACHINES
CODEMASTERS ● £34.99
Thankfully, the dispute wth Sega has now been resolved and Micro Machines will be in the shops very soon!

JURASSIC PARK
SEGA ● £39.99

Step back in time to when the dinosaurs ruled the Earth! Take your role as a fierce raptor, intent on escaping from the park. Alternatively play Dr Grant, a palaeontologist with a mission!

DOUBLE CLUTCH
SEGA ● £34.99
Drive around various similar-looking tracks in similar-looking cars with little in the way of riveting action.

TWO TRIBES
VIRGIN ● £44.99
The Populous tribes are back with a strategy feast that's twice as big and much easier to play than the dated original.

MiG-29
DOMARK ● £39.99
Take to the skies in this excellent flight sim, remembering to mow down anyone who dares cross your path.

SUPERMAN
VIRGIN ● £39.99
Is it a bird? Is it a plane? The hero must rid the streets of evil, so that normal citizens can live their life in peace and harmony!
(SEGAPRO 21, 80%)

COLLEGE FOOTBALL
ELECTRONIC ARTS ● £39.99
Electronic Arts seem to have a fixation with American football games! Lately, there's been Mutant League Football and now there's College Football!

GENERAL CHAOS
ELECTRONIC ARTS ● £39.99
General Chaos and General Havoc are old arch rivals and when the chance comes for them to fight each other, they can't resist!

TECHNO CLASH
EA ● £39.99

Techno lords, demons from another dimension have invaded the world through an invisible gate. Unless someone stops them, they will take over the world and destroy everything in it.

F1
DOMARK ● £44.99
Racing sims are wheeling their way onto the market. F1 takes you through the main elements of Formula 1 racing and, according to Domark, it's the best racing sim yet.
(Exclusively reviewed this issue)

BUBSY
ACCOLADE ● £44.99
Bubsy has a strange fascination for yarnballs, so it's not surprising that he gets angry when aliens try to nick them!

WORLD CUP SOCCER
ACCLAIM ● £39.99
World Cup Soccer is a bit early for next year's world cup, but it should be a pretty good anyway. Choose a single game or battle it out in a tournament.

SPIDER-MAN AND THE X-MEN
ACCLAIM ● £39.99
This should be good! Spidey and the X-Men join to combat the forces of evil in what should be one of the most heroic adventures to date.

WWF ROYAL RUMBLE
ACCLAIM ● £39.99
The wrestling posse can't keep away from the limelight! Choose your desired wrestler, then use him to beat up all the other competitors.

BART'S NIGHTMARE
ACCLAIM ● £39.99
Bart's had a nightmare and there's not a darn thing you can do about it. Unfortunately, you're sucked into his dream.

ROBOCOP 3
ACCLAIM ● £39.99

You won't be seeing the film version of *RoboCop 3*, but you can be assured that there will be tricky platform gameplay and great graphics too.

MEGA-CD

BATMAN RETURNS
SEGA ● £39.99
The Penguin has framed Batman who must now restore his good name before The Penguin is elected mayor of Gotham City.

DRACULA
SONY ● £39.99
Check out this video game version of the film! You play Harker, the love struck young man who must defeat Dracula.

SEWER SHARK
SONY ● £39.99
Take a trip into the future with the Sewer Sharks. Blast the baddies from the sewers and you could be the best Sewer Shark on the block!

HOOK
SONY ● £39.99

Peter Pan has grown up now, but Tinkerbell turns him back to a small boy for a special adventure.

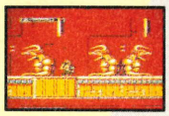
KRIS KROSS: MAKE MY VIDEO
SONY ● £39.99
Why would anyone want to produce a Kris Kross video? This may appeal to youngsters more than anyone else, but even so, it may be hard pushed to keep your attention.

C&C MUSIC FACTORY: MAKE MY VIDEO
SONY ● £39.99
Make My Videos must be really easy to produce, because everyone's doing them! It's C&C Music Factory's turn this time!

PRO DATES

MASTER SYSTEM

WOLFCHILD
VIRGIN ● £32.99



When a transmutation gene is developed, the whole world wants to get hold of it. Unfortunately it falls into the wrong hands and the organisation uses it in a bid to take over the world.

SUPER OFF ROAD
VIRGIN ● £32.99

This was a huge success on the Game Gear and although the action's not that fast, it's brilliant fun.

T2: JUDGMENT DAY
ACCLAIM ● £32.99

The Terminators are out in full force, determined to wipe out the human race! If you don't stop them, you could be destroyed too!

T2: THE ARCADE GAME
ACCLAIM ● £32.99

He's back! Arnie just can't stay away from the console world, but this time he's the good guy! Protect John Connor from the Terminators.

CHUCK ROCK 2: SON OF CHUCK
CORE ● £32.99

When Chuck Rock goes missing, his baby son suspects something evil is afoot. Without even stopping to change his Pampers, baby Chuck goes off in search of his pea-brained father.

DESERT STRIKE
DOMARK ● £32.99

Domark have managed to get this release on to the 8-bit. Take to the skies and stop a middle eastern madman from taking over the world.

SUPER OFF ROAD RACER
VIRGIN ● £32.99

This Super Sprint variant was received well on the Game Gear and now the MS is now blessed with the racing challenge involving trucks.

F1
DOMARK ● £29.99

Not one Sega format has been left out of Domark's racing campaign. It has all the right ingredients for a good game, including tournament options for the real racing heroes!

STREETS OF RAGE II
SEGA ● £32.99

More action from the street fighting posse! This carries the same vein of SOR, although the game is bigger and the graphics are better.

ROAD RUNNER
SEGA ● £32.99

Beep Beep! Road Runner is a bully at the best of times, but in this version he's out to get his own back on his oldest enemy, the coyote!

GAME GEAR

T2: JUDGMENT DAY
ACCLAIM ● £27.99

Arnie hits the handheld in what could be one of the best releases this year. Stop the Terminators from destroying all living things in any way you can!

WOLFCHILD
VIRGIN ● £27.99

When Saul Morrow's son finds his father kidnapped, he knows that the evil Chimera group are behind it all. With the help of a transmutation potion, which gives him superhuman strengths, Morrow sets off to find his dad.

F1
DOMARK ● £24.99

All the thrills and spills you'd expect to see in real racing in what is professed to be Domark's best release yet! We shall see!

JAMES BOND
DOMARK ● £27.99

Bond, James Bond makes his first appearance on the handheld and looks pretty good too! James follows his quest for world peace and being cool.

T2: THE ARCADE GAME
ACCLAIM ● £27.99

Game Gear owners have two choices of Terminator games this month – both from the same company! Blast away as many terminators as you can.

DESERT STRIKE
DOMARK ● £27.99

Put an end to terrorism as you take charge of a souped up helicopter. Take out buildings, vehicles and people in what is supposed to be a quest for peace!

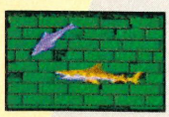
ROAD RUNNER
SEGA ● £27.99

This cartoon character has been around for ages and after a great appearance on the SNES, he finally makes his way onto the Game Gear.

JURASSIC PARK
SEGA ● £27.99

The day before Jurassic Park opens to the public, there is a power cut. Unfortunately the main attractions, prehistoric dinosaurs, have escaped and it's up to you to get them back!

ECCO THE DOLPHIN
SEGA ● £27.99



This was hugely popular on the Mega Drive, so Game Gear owners should be in for a feast too! Help Ecco find the rest of his pod in the environmentally friendly adventure!

STRIDER II
SEGA ● £27.99

To save the earth from destruction, Strider must make his way through five action-packed platform levels! Only then will he meet the Grand Master, the source of all evil!

MEGA DRIVE

THE ADVENTURES OF DIZZY
CODEMASTERS ● £34.99

Zaks has kidnapped Dizzy's girlfriend and his holding her captive in his castle. You must rescue the girl and free the animals.

WIZZY 'N' LIZZY
PSYGNOSIS ● £39.99

Wizzy and Lizzy are both cute wizards. Their aim is to get through each level, solving problems and setting fluffy white rabbits free!

PUGGSY
PSYGNOSIS ● £39.99

Puggsy is your average alien, but when his ship is stolen, he becomes very angry. Help him get it back or he'll be stranded for all eternity!

HAUNTING
EA ● £39.99

Instead of running away from ghosts and trying to kill enemies, in this game you play a ghost! Left in a house, it is your mission to haunt people until they leave the building!

CHUCK ROCK 2: SON OF CHUCK
CORE ● £39.99

Chuck Rock is missing, but that doesn't mean that he's forgotten – far from it! Chuck has a little baby son who's totally devoted to his dad.

ULTIMATE SOCCER
SEGA ● £39.99

Football sims are hitting the Mega Drive from all directions, but this should be a good release.

YOUNG INDY
SEGA ● £39.99

Join Indy as a young lad in an action-packed platform adventure. This should be the last episode in the Indy saga.

GUNSTAR HEROES
SEGA ● £39.99

The title explains this game perfectly! It's got lots of guns in it and the main characters are total heroes! Should be brilliant fun!

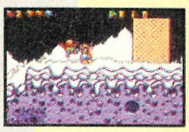
INTERNATIONAL RUGBY
DOMARK ● £39.99

Become a "real man" with this cart! All the thrills and spills of real rugby, except for the omission of ten pints of lager.

DAVIS WORLD CUP TOUR
TENGEN ● £39.99

The tennis season will be over in September, but Domark are still hoping that this will be a successful release. Volley your way through the Davis Cup in a quest to become world champion!

JAMES POND 3
EA ● £39.99



This is the third episode in the Pond saga and you can be sure that it will include all the wackiness of previous releases! Look out for a full review soon!

F-15 STRIKE EAGLE
MICROPROSE ● £39.99

Another flight sim to challenge all the others! However, Microprose's release hopes to be much faster and more realistic than previous flight sims.

MORTAL KOMBAT
ACCLAIM ● £49.99

Loads of blood and gore and lots of brilliant gameplay too! This is yet another game that's been hyped as "best game of the year", but this could be the one.

ADDAMS FAMILY
ACCLAIM ● £39.99

This has already been released on the SNES and after a successful run, Acclaim are to release it for the Mega Drive.

BRETT HULL HOCKEY
ACCOLADE ● £TBA

This version of hockey has all the statistics and tournaments of NHLPA, but does it have the gameplay? Only time will tell.

MEGA-CD

THUNDERHAWK
CORE ● £34.99

This flight sim compares itself to Starfox on the SNES, although it boasts to be even better!

CHUCK ROCK 2: SON OF CHUCK
CORE ● £34.99

Help baby Chuck rescue his dad from the evil Gary Critter in this bizarre platform adventure.

SHERLOCK HOLMES 2
SEGA ● 39.99

The original Sherlock Holmes is one of the best CD releases to date and the second instalment should have the same high standards.

REVIEW SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.

The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

IMPORTS

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

I WANT A SECOND OPINION

Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the games players. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at an interesting game.

34 F1 RACING 86%

According to Domark, this is the best racing sim to hit the Mega Drive! Can it capture the essential elements of Grand Prix racing? Turn to page 34 and see!

38 RANGER-X 94%

Laser-proof armour, a bazooka and two support vehicles make you the lone ranger in this six level shoot-'em-up. Get ready for some bizarre action!

58 SNOW BROTHERS 79%

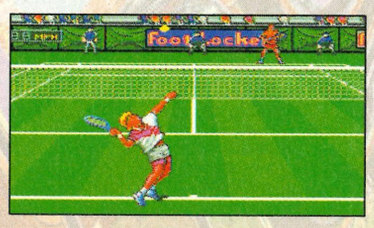
Nick and Tom star in this 70 level conversion of the popular arcade game. Snowball your enemies into submission, then rescue the helpless princesses.

60 STRIDER II 82%

Strider is a talented gymnast with a mission. Save the world before the Master of Evil destroys it, then save Princess Magenta from his sticky clutches!

64 AMAZING TENNIS 84%

Yes, it's yet another tennis sim! This time the action is viewed from a crowd perspective – assured to make play seem more realistic. Check it out!



67 DOUBLE CLUTCH 78%

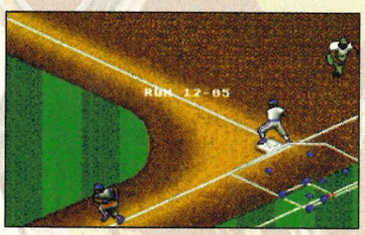
Go for the chequered flag in a race for the finish line. It's bumper to bumper all the way through 12 twisty circuits where prize money means power.

67 MAZIN WARS 81%

Mazinger-Z is an almost invincible warrior, created by Professor Kabuto. His mission is to destroy Godkaiser Hell's army, before they destroy the Earth!

68 RBI BASEBALL'93 68%

Put on your cap for a game of American rounders. Create the ultimate dream team, then get some practise in for those essential home runs.



68 WARPSPEED 66%

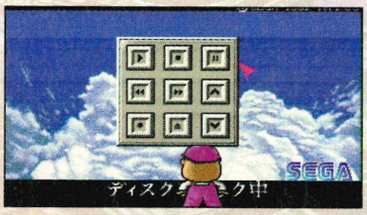
Warp your way through eight space quadrants in a race to protect star bases. Black holes and asteroid belts are common place in this futuristic adventure.

reviews INDEX

MEGA CD

42 BATMAN RETURNS 86%
This offers two different games for budding super heroes. Take to the roads in the sleek Batmobile, or go by foot through the dregs of Gotham City.

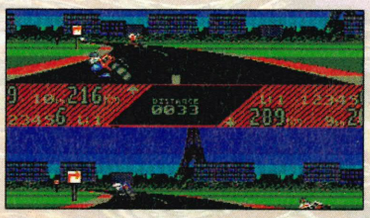
63 SWITCH 82%
The computer wiring has gone haywire and only one person is capable of sorting it out. Switch hopes to solve the networking problem!



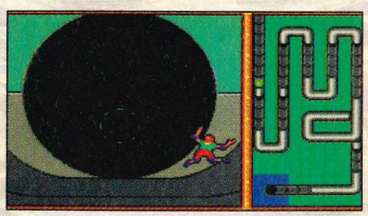
MASTER SYSTEM

44 WORLD TOURNAMENT GOLF 75%
If you like golf, but can't be bothered with all the walking, then this could be for you as it has all the tension and skill of real golf without any of the exercise.

44 GP RIDER 58%
Now Master System owners get a chance to become the world grand prix champion too! Play alone or pair up for a split-screen battle!



45 CALIFORNIA GAMES II 58%
Try your hand at California beach bumming in this 8-bit challenge! If you don't fancy surfing then how about skateboarding, hang gliding or snow balling?



GAME GEAR

56 LAND OF ILLUSION 93%
Mickey falls asleep whilst reading a book and now he's stuck in a land where dreams come true. See how the Disney classic fares on the small screen.

66 RC GRAND PRIX 59%
If you think messing about with remote control cars is for you, then this challenges you to a hand held tournament, but is the real thing more fun?

69 SUPERMAN 77%
Is it a bird? Is it a plane? No, it's Superman – yet again! This time we review the Game Gear version to see if Superman is really as hard as he thinks.

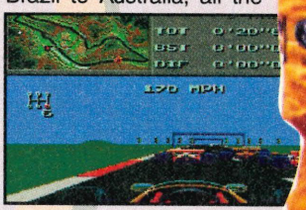
69 GALAGA 2 60%
Forget strategy, just keep blasting! *Galaga 2* takes most of its inspiration from traditional *Space Invaders*, but is this still a winning recipe for the Nineties?

pro REVIEW

When the lights turn green and the engines roar, you know another magnificent sporting spectacle is about to take place. Drivers spend up to two hours speeding around the world's greatest circuits to gain crucial points to edge them nearer the title. Whether it's the twisty streets of Monaco, or the fast straights at Silverstone, a true champion must cope with any kind of circuit.

Formula One is the elite competition of motor sport. Forget Indy car racing, F1 gets the best media coverage and creates the biggest excitement. Nigel Mansell finally lifted his crown at Hungary in 1992, then quit the competition and travelled over the Pacific to join Paul Newman's American Indy team. So now Damon Hill carries the British flag in the Williams team, with a car that will challenge the likes of Ayrton Senna and Alain Prost in a race for the motoring crown!

We've seen the likes of *Ferrari F1* on the Amiga and the *Super Monaco GPs* in the past, but there's never been a racing game that's included all the features of a real Formula One world championship. This release from Domark looks very promising. When you turn on your console, sit back and take a look at the drivers and circuits. From Brazil to Australia, all the world's top locations are there and so are the names you'll see in this year's world championship!



The race is hotting up, with the leading cars now in sight!

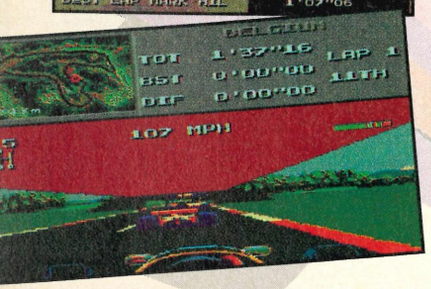
The tactics for each race start before you even take to the tarmac. First, you must select your rear wing setting on the car. The wing gives your car down force – keeping it on the track. At Silverstone, a low wing setting is advised, as less down force is required for the fast, long straights. For Monaco, however, you'd be a fool not to select a high wing, as twisty street circuits need to be cornered at high speeds, and sliding off would be very costly!

Like the wings, an automatic or manual gearbox must also be selected. Novices should start with the painless automatic, but as you become more experienced, control over acceleration and gear change will become more beneficial.

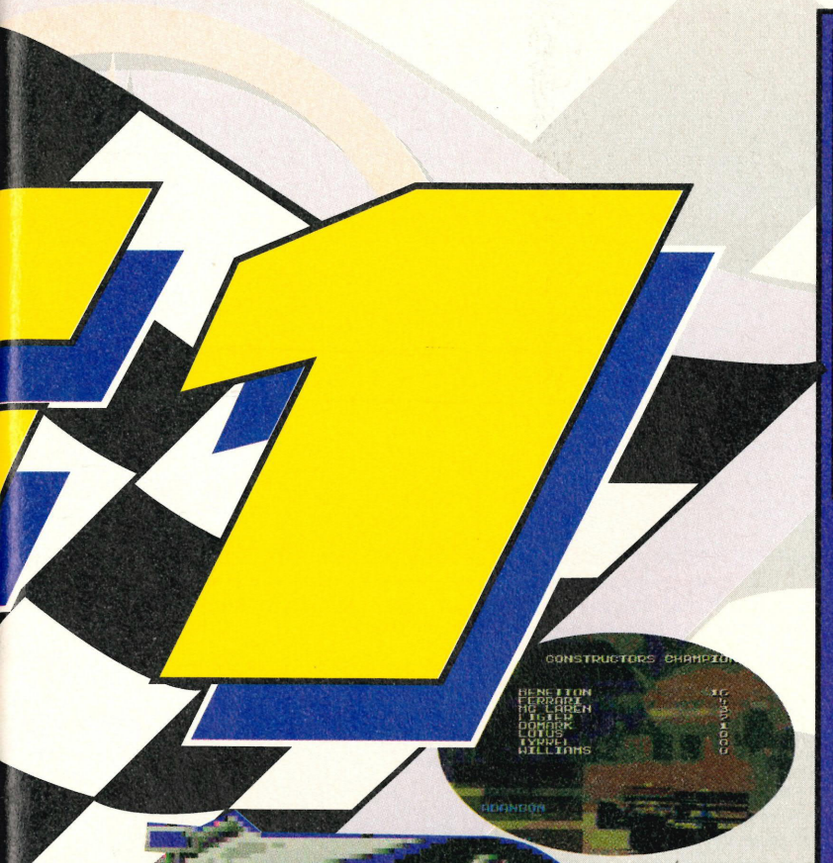
The remaining car component, and by far the most crucial, is the

PROTIP When you start a race, wait for half a lap so the field can spread out, you can then overtake with less risk of contact while preserving the wear on your tyres!

It's not going too well in Brazil, with a pitstop needed after only two laps. It all happened on the starting grid, everyone was in a rush to get away, and you've ended up with a worn rear tyre which needs replacing. Because Brazil is a circuit with many long straights, and twisty corners, your best bet is to choose a medium tyre. Your choice must be quick, you've got to catch up with the leaders!



Former Formula One world champion, James Hunt, sadly died recently.



WINGS

There are three different wing settings in *F1* and your choice can make a drastic difference to performance. Selecting a high wing is necessary for a slow twisty circuit. A low wing should be selected for a faster circuit and as you would expect, a medium setting is a compromise.

GEARBOX

Manual or automatic gear change can be selected and selection should depend on your experience. Manual mode means changing the gears yourself, so if you're an inexperienced driver, Auto mode may be a wise choice. Some say that automatic gears take the fun out of driving!

TYRES

Again, there are three different settings and your choice of tyre should be dictated by the track you are racing on. Hard tyres are more durable than soft tyres, although soft give the better grip. If you choose soft, it's likely that you'll have to make a couple of pit stops in each race.

I WANT A SECOND OPINION

Unfortunately, I have to say that I disagree with Mark to some extent. While the graphics are fairly smooth and the action fast, it's hardly a realistic racing sim. Crashes with other cars are very disappointing – especially when you try to overtake from behind. Crashing into stationary objects is also very weak. The car simply comes to a stop, then is automatically positioned back on to the track. Although there are lots of different difficulty levels and many different race tracks, *F1* doesn't quite hit the mark. Nevertheless, racing buffs are bound to love it anyway!

SAM

The lights go green, and they're off. It's the first lap, and you've got six cars to overtake in Brazil before qualifying for the next circuit. This is the arcade mode where overtaking is the name of the game. With any luck, it'll only take one lap to pass these guys.

tyres. Hard tyres will take more punishment than soft tyres, which give a better grip around the corners. If you start a race on soft, you will require at least one visit to the pits! A warning from the pit crew will tell you the moment when the tyres need a change.

After you've made your component selections, there is a choice of four skill levels. It's wise to start on the easiest level. Harder levels are much faster and your car can take less damage so learning the real tactics of the sport will help you immensely! For example, when you start a race, cars will be bunched for the first few laps. Overtaking is difficult, but by being patient and letting the field spread out, you can start to charge for the front with more ease and less frustration.

F1 would not be complete without a qualification section before the race. This is just the same as real qualification, where your best possible time must be achieved in the six laps available. You can exit the qualification laps at any time and the indicator will show you which grid position you're currently in. If you exit before the first lap, you'll start in 16th place; or last to put it another way!

When the race begins, the atmosphere is to be savoured with the cars lined up and the realistic sound of your revving engine. When the lights turn green, it's a race to get into a good position and from there you can settle down to take the charge when the time is right. It's very exciting and realistic weaving in and out the cars ahead. Tactics are crucial and overtaking can be a lot of fun when the track is narrow, or when you're going through a chicane!

With the soft tyres for taking corners at high speed, you've made a sound choice! After three laps, you're well and truly in the driving seat, and proudly holding first position. With any luck, you'll be able to pass this backmarker with ease, though this is Monaco!

Ayrton Senna has won more pole positions than anyone else in Formula One history.

pro REVIEW

CIRCUIT TRAINING

BRITAIN *Silverstone*

Recently revamped, as it was becoming dangerously fast, Silverstone is now one of the more challenging circuits with fast straights and tight corners.

AUSTRALIA *Adelaide*

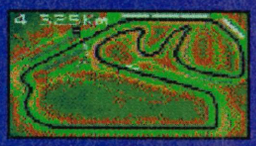
A classic street circuit that requires careful pre-race decisions how the gearbox should be set-up. A twisty track with a long back straight.

BELGIUM *Spa*

A deadly starting corner is followed by huge dips and bends that help make it one of the most popular courses. Fast lap times are achievable.

BRAZIL: *Interlagos*

One of the more demanding circuits, but do well here and you'll be spurred on into the next race. Long left-hand curve can be a problem.



MONACO *Monte Carlo*

Not only are the streets of this world famous track the most testing you'll find anywhere, but overtaking can also be very difficult.

SAN MARINO *Imola*

Chicane ridden and full of fast sections of track, San Marino requires split second timing and planned decision-making.

SPAIN *Barcelona*

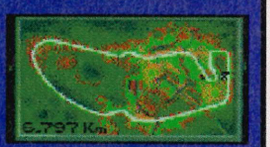
The hot weather will almost certainly affect your car's performance and with such tight corners appearing from nowhere, quick reactions are essential.

ITALY *Monza*

Originally a Royal Park, Monza is very fast and features the deadly Parabolica corner – nasty stuff if you're inexperienced. Fast speeds are easily reached on this circuit.

GERMANY *Hockenheim*

Trees and the like are very difficult to avoid should you miss a corner or slide off the track. Very fast and full of straights.

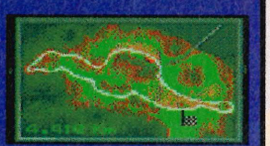


PORTUGAL *Estoril*

Long sweeping curves gives drivers another style of track to master. Overtaking on the corners is easy if you stray from the racing line.

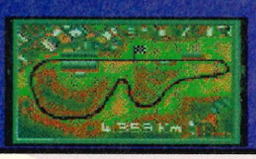
CANADA *Montreal*

Tyres and brakes take a pounding around this Olympic site. A good memory for the slow corners is helpful.



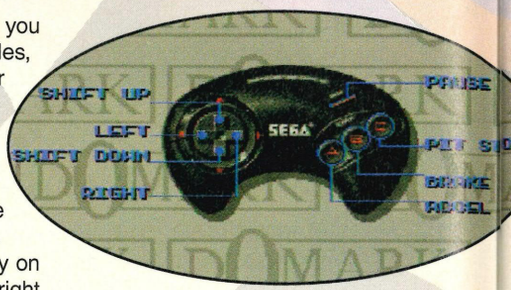
JAPAN *Fuji*

Perhaps the easiest course with long straights and sweeping corners. If you're either a show off or a beginner, this is for you.

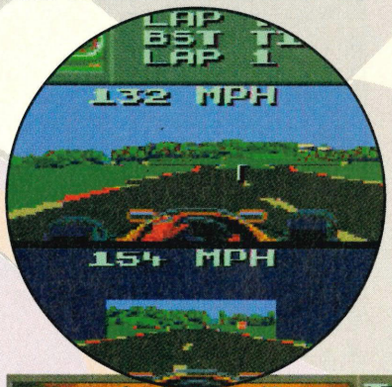


This is a circuit where there's only one strategy – pedal to the metal. The leader has just passed through the tunnel, and you're closing in. Speed is crucial, and you're hoping to overtake, even if a sharp bend may be just over that ridge!

Gameplay is frantic, but when you crash into track side obstacles, you're left shocked by the poor result. There is no sound effect when crashing and there isn't the slightest hint of a smoking engine. It's surprising the crash sequence is so poor, when the rest of the game is very polished.



Controlling the car is fairly easy on novice level, with little left and right needed for your average corner. Pit stops will become more frequent and an earlier retirement more likely if you're inexperienced. However, you'll need to concentrate harder on the steering and tyre wear as your skill increases.



Tracks such as Monaco will require a lot of braking. This is not one of those games where you can get away with holding down the accelerator for a whole lap!

It's also great to see a split screen format in *F1*. Two players can play head to head, or you can race the computer. Fortunately, no loss of speed is incurred in this mode unlike two-player *Road Rash II*.

Each side of the track is littered with advertisement boards, trees and pillars. There are also plenty of tunnels and bridges to enhance the motor sport scenario. Scaling is

When the screen splits in two, you have to be sharper, think harder, and try to avoid the temptation of ramming your mate of the track! If you do, your tyres will suffer, and your opponent will have the last laugh.

Nigel Mansell won his first Formula One championship in 1992 after finishing third in the Hungarian Grand Prix.

F1

In Spain, the backgrounds look like deserts, with clear blue skies, and quite a few flat stretches of track. This is in training mode, and here you can practise your lap times, and learn the circuit patterns. The trainer can be useful, but racing is more fun!

smooth and realistic, and the sense of speed is enthralling on the long straights. To add to this, the pit lane is well drawn, with a building and canopy to drive through. Long grandstands appear on the straights to help create an added feeling of realism.

An illustration of your present circuit is displayed in the top corner of the screen. It shows the track layout with trees, fields, water and buildings. Your position on the track is also shown, but it would have been better if the other cars were also marked on the display. Saying that, there is an indicator on the screen that shows just how far the car ahead of you is, but it's still nice to know how far in front the leader is, right?

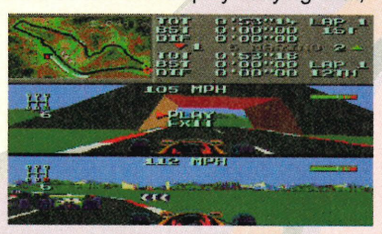
In addition to the circuit information, you're given the total race time, your best lap time and the time difference between you and the next car. Your current lap and race position are also included.

After the race has finished, you can view the drivers' and constructors' championship tables and, if you finish in the top three, the winners' podium appears! A battery back-up is also available for saving your position – making the challenge all the more tasty!

If you fancy a change of gameplay, then you can enter the arcade competition. The idea is to overtake as many cars as possible in a set number of laps. Level one is set in Brazil where six cars must be overtaken. Then in San Marino, you must overtake eight cars to progress. The challenge can be fun, but the world championship creates the biggest buzz.

This is the best racing game to appear on the Mega Drive. It's got the track details many racing games lack and each circuit has its own characteristics. The only downfall comes in the crash sequence, as it's so out of tone with the rest of the game. With the inclusion of a two F1 player option, this is a great simulation for racing fans.

● **Mark "no relation" Hill**



This is the kind of picture that sends Murray Walker going crazy on the TV. It looks realistic enough, and overtaking this lot without waiting for the field to spread out is suicidal! The track is littered with sprites, and the action is immense. A trip into the pit may be on the cards if you continue to rub tyres with that green car!

F1

DOMARK ● £39.99 ● OUT AUG

CART SIZE 8Mbits
PLAYERS.....2
STAGES 12
SKILL LEVELS.....4
FEATURES .....save
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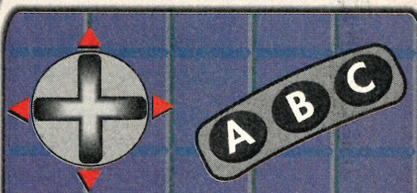


A allows you to accelerate, B is the brake and C pulls you in for a pit stop. In the options screen A also allows you to select a circuit and C lets you delete a circuit. UP and DOWN on the D-pad allows you to change gear and LEFT and RIGHT controls the direction of the car.

ACTION

STRATEGY

GRAPHICS 89%

▲ Variety of track side tunnels, pillars, grandstands and road signs supply atmosphere.
▲ Presentation screens are detailed and clear, with maps of each circuit.

SOUND 83%

▲ When you pass the other cars, or they pass you, their engine pitch increases then fades.
▼ It's a shame there are no decent sound FX to accompany the accidents.

GAMEPLAY 85%

▲ The smooth scrolling, cool sense of perspective and speed make this exciting.
▼ It is frustrating when you hit an obstacle by the track as the car just stops dead.

CHALLENGE 88%

▲ There are 12 different circuits to race on and the challenge to win at each is immense!
▲ With the split-screen and alternative arcade options, there is plenty to do!

PROSCORE 86%

This is a very realistic simulation of the actual Formula One world championship and the arcade challenge adds to the non-stop racing action.

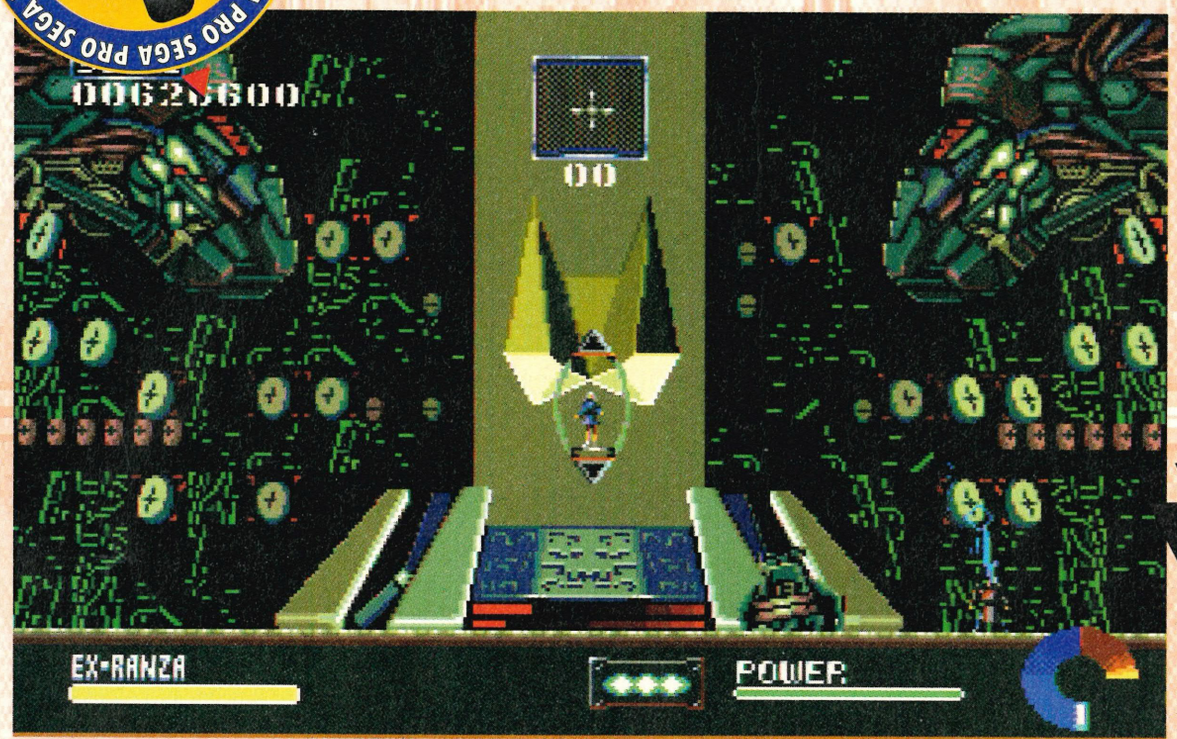
Sega sponsor the Williams team in Formula One racing.

RAN

An anarchic future Earth is under threat from a force stronger than evil and more delirious than the most dangerous, criminally minded cybernoid that ever existed. World control is this twisted geezer's dream, and there's only one way to save this previously peaceful planet from eternal doom.

A beautiful psychic girl and her stone column appear to be the answer. Mysterious powers allow her to communicate with this solid mass that beholds the secret to new age paradise and freedom. Unfortunately, this lovely lass has been kidnapped by the would-be tyrant in question and somebody must rescue her. That somebody, yep you've guessed it, is you!

Equipped with a bazooka, a suit of laser-proof armour and two futuristic support vehicles, you must venture into the unknown. It won't be an easy task and you must muster up all your skill and stamina, turning into an invincible fighting machine. If you think you're the person for the job then it's time to prove yourself!



Full power and energy with just one thing stopping you from getting what you have been after ever since you started this game: the final guardian! Superb detail and a quick glimpse at your possible saviour is a little teaser before the mother of all battles.

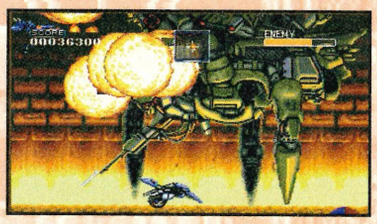
I WANT A SECOND OPINION

I prefer strategic games to shoot-'em-ups, but I have to say, Ranger-X is pretty impressive to say the least. The action matches anything you'd see in the arcades, thus justifying the standard of speed the Mega Drive is known to produce.

Graphics are incredibly detailed, and animation is superb. The gameplay is not let down either, with plenty of action crammed into the screen. To top it all, I was particularly impressed by the backdrops, with smooth, colourful shading and great use of 3-D effects.

MARK

The baddie in the middle has just hurtled out of that 3-D tunnel you can see in the background.



Ranger-X was recently released in Japan under a similar title, *X-Ranza*. With so few games of this style for MD gamers, it was a relief to see it officially. An unoriginal story line has been totally transformed by surprisingly original gameplay and 'blow your mind' graphics. The future of Mega Drive shooters looks as if it has, at long last, been secured.

An ambient tune accompanies the introduction sequences and then you're logged onto the computer system. The screen changes and unexpected vector graphics give you a low down on the enemy ship. A warning signal alerts you and the first primary target is displayed. The

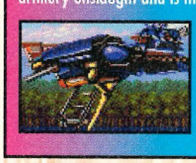
SUPPORT SYSTEMS

BIKE:

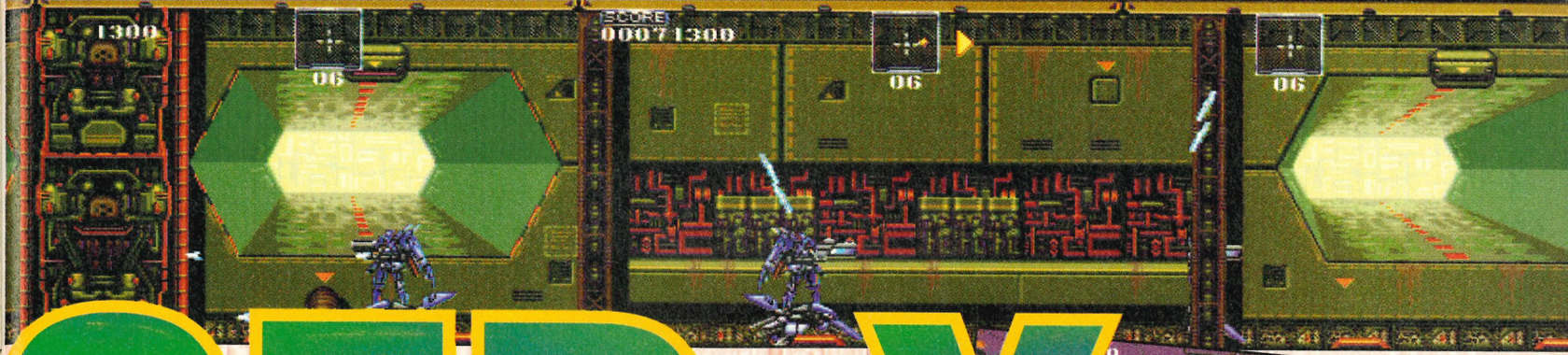
Not only are your special weapons stored on the bike, but you are also able to ride it along the ground and even perform dune jumps. In some sections, the only way through low passages is to ride the bike as you crouch down on it.

AIRCRAFT:

Use the aircraft to store your special weapons and to shoot at the enemy. This creates a larger artillery onslaught and is most useful when fighting guardians. The aircraft's platform also allows you to take a break and save your jetpack fuel.



The planet Earth is 94,600,000 miles away from the sun.



GER-X

WEAPON ICONS

BOMBS:
Fire this weapon and the ground ahead of you will turn into a mass of flame, killing everything in its path.

FIRE:
An energy sapping flame thrower that is only effective at close range, so handle with care.

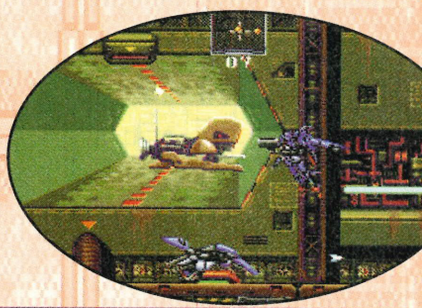
BUSTER:
An absolutely mind-blowing special weapon that blows the living daylights out of just about anything on-screen.

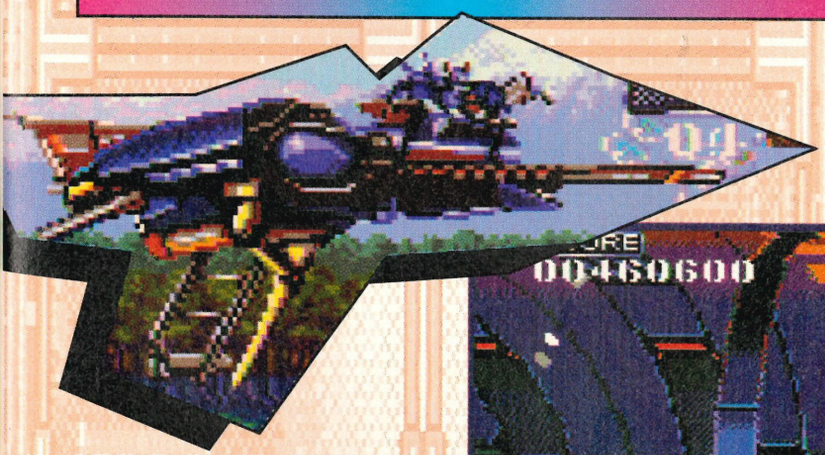
METAL BIRD:
A metal bird with a homing device that doesn't stop attacking until its prey is well and truly smoked.

The perspectives and colouring are both of a very high standard with generally smooth scrolling and a realistic three-dimensional view.

The game features a predominantly side-on view, but later levels include both up and down scrolling perspectives. In one section you are hurtling down a long, narrow corridor with a real pain of an alien blasting away as you struggle for control. The sprites are flawless and even when the screen is full of explosions, your Ranger-X stays visible. As for the backgrounds, one look at the screenshots is enough to confirm they're the best to date!

Your objective is to destroy each of the primary targets on a level and then defeat the guardians. To help you, either an aircraft or bike support system follows you through the level. By hopping onto them, you can change your choice of special weapon to suit the current situation. If you have the bike, you're able to travel across the platforms, firing and jumping at will. These mobile units also fire simultaneously to create a stronger barrage of fire.

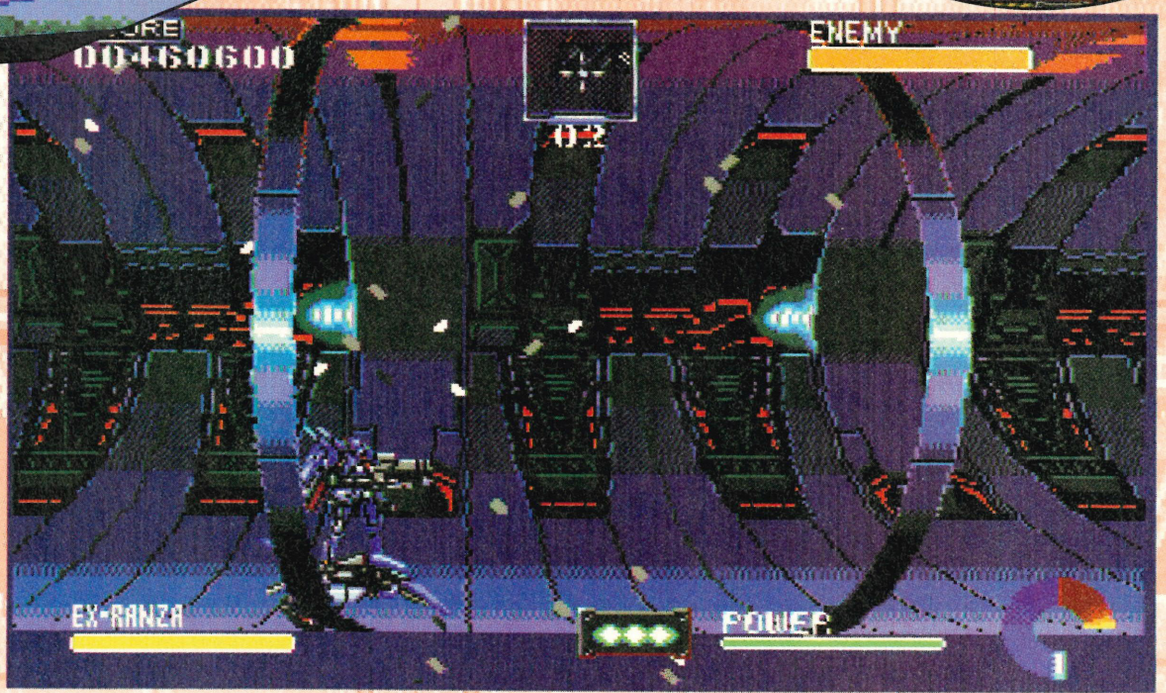




display changes again and stunning, three-dimensional graphics provide the backdrop.

Using new programming modes, *Ranger-X* has a palette of 128 colours and uses 32 colours simultaneously on-screen; double the normal quota. The results are quite stunning and it really makes you wonder what the SNES has left to offer. Smooth animation and fine attention to detail helps make this new stylish visual delight something really special.

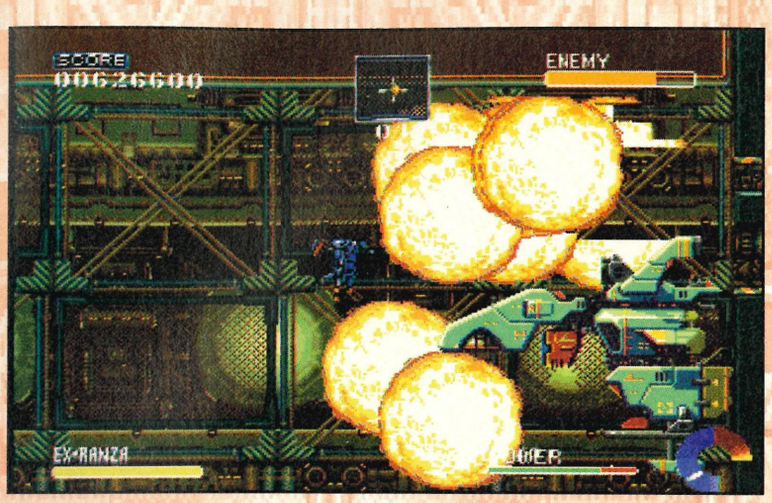
Vector graphics are used at the beginning of every stage to show you your primary target. They're a neat addition and although the quality is a little rusty, they help to make normally boring screens come to life.



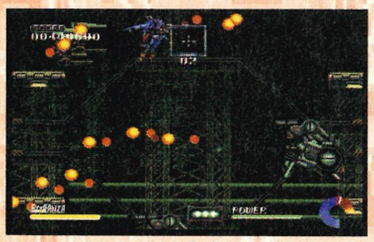
This is a particularly tricky situation as you're approaching a mega-tough guardian. The graphics are scrolling along at quite a rate and the tension begins to rise as the special weapons are selected. The ever so helpful support system is still there and, somehow, takes one hell of a battering. Anyway, enough of the scenario settting small talk, it's time for battle. So, put your bazooka to good use and go get 'em!

The outermost layer of the moon is called the regolith.

RANGER-X



Ranger-X appears to have had his upper body blown off as the first section of the baddie bites the dust. Maybe he just had to sacrifice himself to get a closer look at the blinding graphics. Shoot-'em-up fans, can you resist?



Now, now, don't chicken out of this one. The lone ranger doesn't think much of this and is gonna run for it.

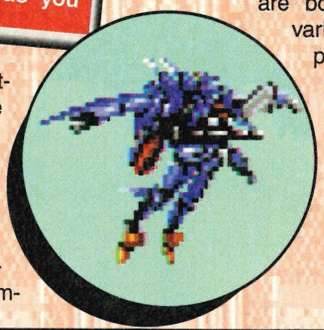
The accompanying music, though very good to listen too, isn't furious enough to keep up with the action. A couple, but not all, of the tunes are suitable. The spot effects and explosions, however, are brilliant. Together with the massive on-screen explosions, they change in ferocity with the size of the destroyed alien. Each of the special weapon FX is realistic and the opening tunes to each level are very good. The end of level ditty is absolutely horrible, but the euphoria of clearing a level tends to over shadow this minor mishap.

PROTIP When fighting level guardians, always shoot their defences out first. That way you're able to concentrate on blowing it into oblivion without having to dodge numerous missiles and bullets. However, keep your guard up as they often launch a last ditch attempt to blow you away just as you think you've killed it.

There are few shoot-'em-up games that are as tough as this. If you thought the *Thunderforce* blasters were tough, wait until you play this. You are under a constant barrage of incoming missiles, most of which home in on you and sap your energy away very quickly. Harmless looking sprites often split into four or more missiles and only the fastest reactions can save you. With just three continues, which can be increased by high scoring, it's likely to take ages to complete even on normal level. Hard level is another matter altogether.

If you enjoy a challenge, and who doesn't, *Ranger-X* should be at the top of your list of prospective purchases. The graphics are superb and after a couple of plays you're hooked. Originality and presentation are both very good, with various styles of gameplay and plenty of power-ups to collect. It's fast, fun and one of the best games I have ever played on any 16-bit console.

● **Jason "hi-ho silver" Johnson**

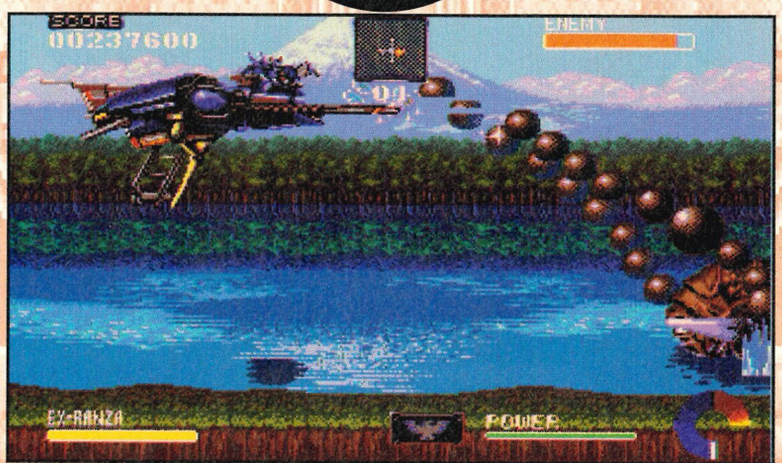


SCREEN DISPLAY ICONS

GUARDIAN:
This gauge shows you how much energy the guardian has remaining. By using the special weapons you will decrease its power considerably more than with the normal laser.

JETPACK:
As you use the jetpack, its fuel gauge decreases. When it reaches the yellow, it will fail causing you to fall to the ground and only when it is recharged will you be able to fly again.

RADAR:
The radar is used to show you where the targets are, where your support vehicle is and how many targets you must destroy before the end of the level.



Even though it looks like a toy hand-gun that you're likely to find in any local newsagent, it is a highly sophisticated support system. Stand on the top and you're sucked up into the storage area where you can swop over your current special weapon.

RANGER-X
SEGA ● £39.99 ● OUT AUGUST
CART SIZE 8Mbit
PLAYERS.....1
STAGES 6
SKILL LEVELS.....2
FEATURES .....continues
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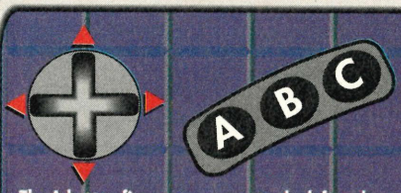

The A button fires your cannon to the left and changes your direction. B fires and selects your special weapon and C fires your cannon right and changes your robot's direction. The D-pad is used to control your robot's movements and to change your currently selected special weapon.

ACTION
STRATEGY

GRAPHICS 96%
▲ Far more colours on-screen help make for the best graphics on the Mega Drive!
▲ Vector graphics between each stage is a neat addition and yet another clever, original idea.

SOUND 87%
▲ Atmospheric background music and explosive spot-effects from start to finish.
▼ The music is a little weak in that it fails to change at even the most frantic stages.

GAMEPLAY 91%
▲ Plenty of power-ups to collect and the whole game is so fast you barely have time to blink.
▼ The directional controls are fiddly and the support vehicles can be awkward to access.

CHALLENGE 91%
▲ Very tough at first and becoming progressively harder with more guardians.
▼ Possibly too difficult and daunting for gamers who aren't used to games this tough.

PROSCORE
94%
The best platform shoot-'em-up! The graphics are original , the gameplay is tough and the overall presentation is absolutely brilliant. Buy it!

The first automated rover to travel across the lunar surface was Lunokhod 1.

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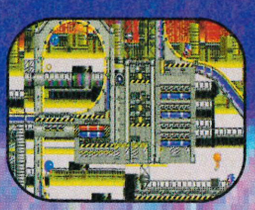

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MEGA-CD

Gotham city will never be paved with gold. This is the city of evil, where crime eats into the lives of the innocent. Gotham's only light in this black world comes in the form of a tall, dark figure of hope. A guardian who watches over the streets from the peaks of skyscrapers. Who is this hooded hero? No-one knows his real name, but to the street people he is known as Batman!

Our hero has solved many mysteries in his time, but the latest gangster is perhaps the most evil yet. Known as the Penguin, his intention is to run Gotham City. He must be stopped before it's too late.

With the aid of some hot wheels and a collection of personal weaponry, Batman knows that there's only one thing to do – reach the Penguin's lair and clean up a city that thrives on crime.

Batman Returns has already been released on every other Sega format and, unfortunately, it received rather icy reviews. Although each version maintained a high graphics standard, gameplay was found to be frustrating and far too difficult.

The opening screens to the CD version of *Batman Returns* maintain the previous high standard of graphics – the atmosphere is cold, dark and full of evil. Accompanying music is taken straight from the film and adds a sinister edge to the gothic visuals.

Batman Returns is a wicked combination of driving and platform gameplay. There are five driving levels and five platform levels, each packed with plenty of action and excitement. You can either play the full game, alternating between driving and platform levels, or just play one of the two parts. There are also two difficulty stages and up to seven lives to select.

The dark, cold picture of Gotham's city ledges tells it all. Here Batman has to deal with an evil circus hood.

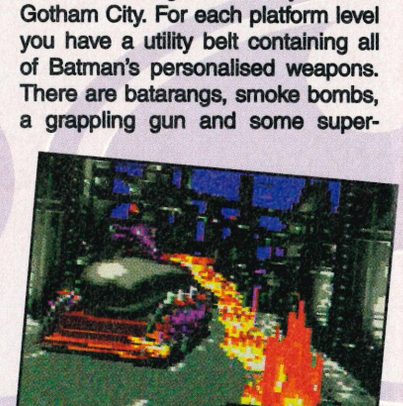
Here in the abandoned warehouse, Batman has to deal with a group of clowns who love to play games!

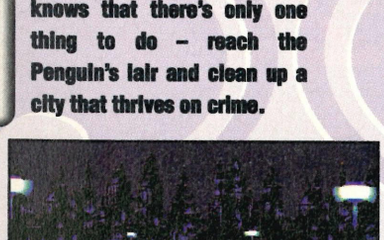
PROTIP During stage three of the first driving level, avoid the clown head that emerges from the truck by constantly weaving left and right across the road.

The driving sequence takes you through the City, Winter Wonderland, Gotham Sewers and the Penguin's Lair. To succeed, you must turbo through the streets, blasting anything seen on the road. Equipped with unlimited machine gun rounds and a few heat-seeking missiles, each of the six stages must be completed before time runs out. There's no question of overtaking in these chases, you must either shoot the enemy vehicles from behind, or go side by side and ram them off the road! Gasoline-bombing bikers and getaway cars are only part of the problem. The Penguin's circus tricksters are everywhere, adding to the intense action. Controlling the Batmobile is fairly smooth and easy to steer, although collisions with buildings are a little unrealistic at times.

There are countless explosions that light up the city streets of Gotham during your quest to destroy the end of level fire truck. The action is relentless in a driving experience that will have you caught up in a real race and chase dogfight to the very end.

The platform adventure takes Batman through the labyrinth of Gotham City. For each platform level you have a utility belt containing all of Batman's personalised weapons. There are batarangs, smoke bombs, a grappling gun and some super-seeking batarangs. The famous grappling hook is used to swing and climb, giving extra speed and enhanced acrobatic ability. Weapons and power-ups can also be collected throughout the levels and should be retained for use on the level guardians.



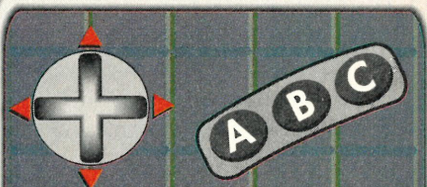


BATMAN RETURNS

BATMAN RETURNS

SEGA ● £39.99 ● OUT AUGUST

CD ACCESS.....fast
PLAYERS.....1
STAGES.....10
SKILL LEVELS.....2
FEATURES.....none
CONTACT
Sega © (071) 3733000



For driving, press A to fire the machine gun, B to accelerate, C to fire a missile. For the platform levels, A uses a weapon, B kicks and punche and C is used to jump. The D-pad moves the sprite around the screen.

ACTION
STRATEGY

Controlling

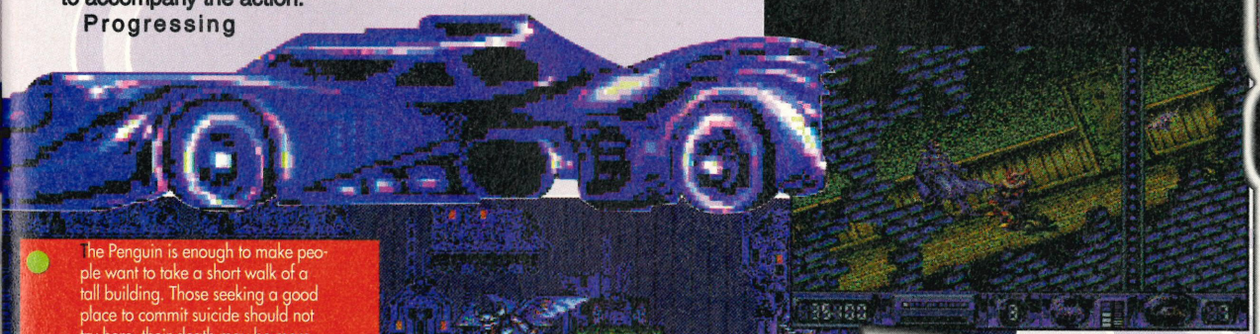
Batman can be difficult at first because of the variety of combat and acrobatic techniques to learn. It's very easy to press the wrong button and release a powerful weapon you needed for later!

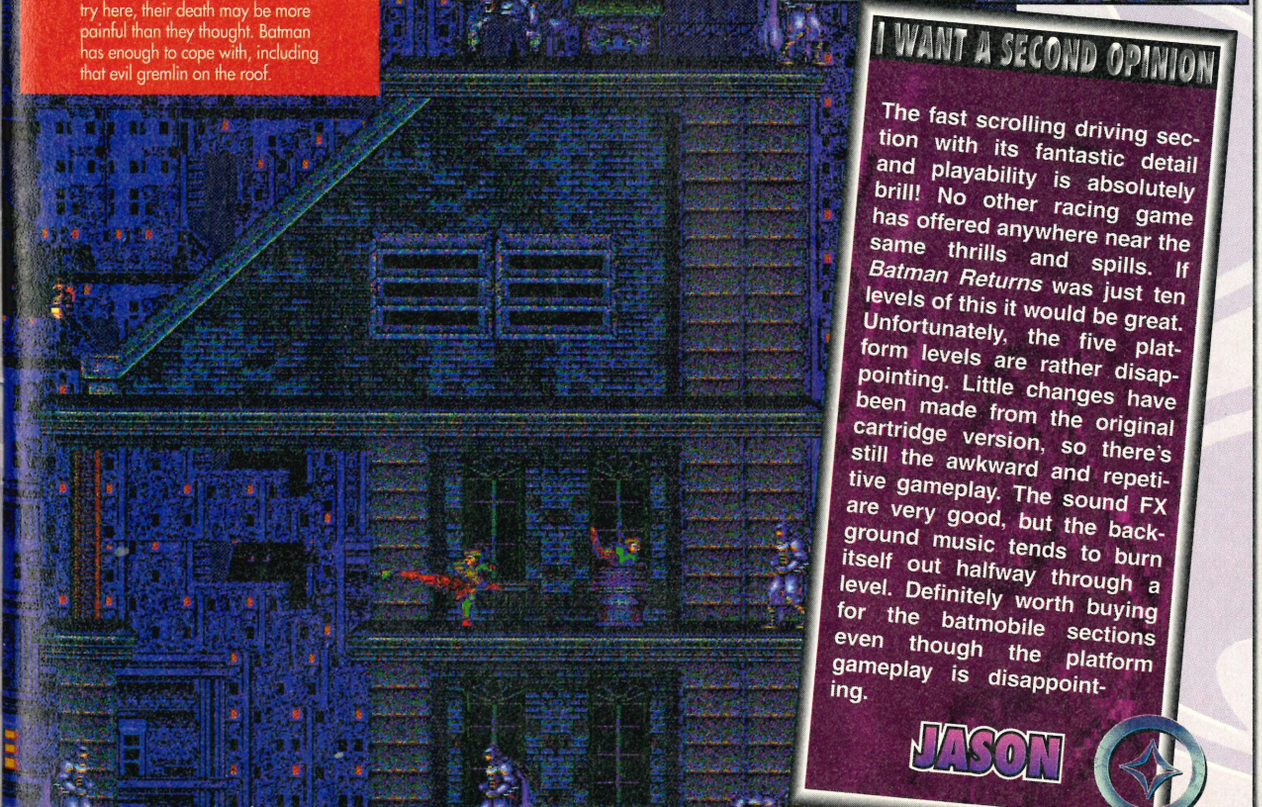
Graphics are very detailed during the platform sections and offer a variety of backgrounds and different enemies. Level two's abandoned stores are especially eerie and contain some of the best graphics seen on the CD to date. The music adds to the flavour of the adventure and there are some great sound effects to accompany the action.

Progressing

through both the platform and driving levels can be quite tough and the end of level bosses are very difficult to crack. The difficulty level is definitely aimed at the advanced gamester, so novices may find it just that bit too tricky. However, with such a variety of combat methods you can perform and two game sequences rolled into one, this is a terrific action/adventure for anyone.

● **Mark "Dark Warrior" Hill**





The Penguin is enough to make people want to take a short walk of a tall building. Those seeking a good place to commit suicide should not try here, their death may be more painful than they thought. Batman has enough to cope with, including that evil gremlin on the roof.

I WANT A SECOND OPINION

The fast scrolling driving section with its fantastic detail and playability is absolutely brill! No other racing game has offered anywhere near the same thrills and spills. If *Batman Returns* was just ten levels of this it would be great. Unfortunately, the five platform levels are rather disappointing. Little changes have been made from the original cartridge version, so there's still the awkward and repetitive gameplay. The sound FX are very good, but the background music tends to burn itself out halfway through a level. Definitely worth buying for the batmobile sections even though the platform gameplay is disappointing.

JASON

GRAPHICS 90%

▲ During the driving sequence, the exploding vehicles and superb backdrops are breathtaking.
▲ There are many different sprites that are well drawn, move well, and have their own

SOUND 86%

▲ The opening screens are accompanied by soundtracks that are suited to the scenario.
▲ All the sound effects are realistic and work very well with the action.

GAMEPLAY 84%

▲ The CD's zoom and scaling effects give the 3D racing sequences realism and excitement.
▼ Although the new Mega-CD effects have been used, there's nothing new here!

CHALLENGE 88%

▲ There are ten levels to complete, each with different vehicles and character.
▲ The variety of combat skills Batman has makes experimenting a lot of fun.

PROSCORE

86%

The combination of driving and platform action makes this a huge game that offers a variety of techniques to master.

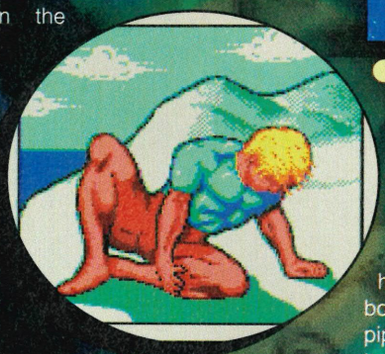
pro REVIEW

You are about to venture into the Californian limelight as the second summer competition commences. Only the toughest athletes will survive as you compete in various events. Skate boarding makes its revival and only the coolest shredders will cut the line. There's no room for pads and gloves, this is man's stuff! Surfers, snow boarders and hang-gliders take up the challenge, so it should be a place for radical dudes. Can the current champion hold onto his title or will a new challenger emerge?

After the first round, only eight competitors of the original 32 are remaining. Everyone else burned or crashed out with paramedics being busier than the ice-cream vendors. An already stressed tension rises as positions are decided and starting order arranged. Let the tournament begin...

alifornia Games has been available to Master System players for so long that most have probably forgotten it ever existed. It was fun at the time and, with the fashionable BMX section included, was a popular hit. Times have changed and the quality of sport sims are generally excellent. You just have to look at the range of products from Electronic Arts.

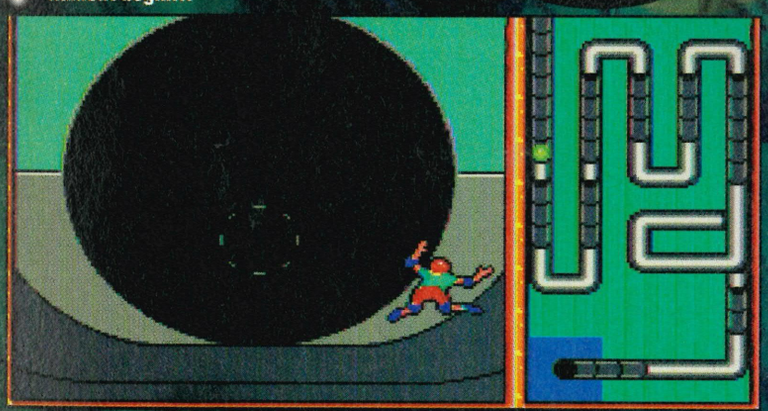
Probe Software, the programmers behind *Mortal Kombat*, have taken the matter in hand and played a part in producing *California Games 2*. There are some very good points to the game, including smooth scrolling and animation, but the gameplay is severely lacking. Just four sports to practise and then the choice to compete against a maximum of seven friends makes for pretty average stuff.



Sporting activities included are skate boarding, body boarding, hang-gliding and snow-bowl. Skate boarding is a long variation of half-pipes and full-pipes, the object being to reach the end performing hand-plants, ollies and boardslides. Body boarding involves performing stunts on the crest of a wave and coming to rest after passing through an obstruction filled stretch of sea.

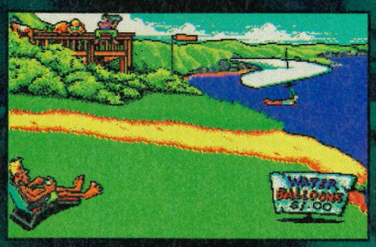
There are some fun aspects to this game, but in general you're left feeling very disappointed. Despite four events and an eight-player competition where you each take turns, it's very shallow and uneventful. The quality of presentation is good for the Master System, but it's all too much the same as before.

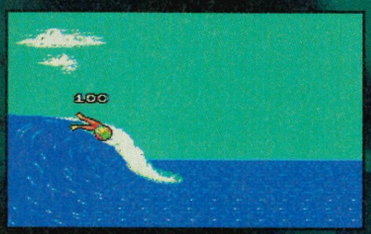
● Jason "mad dude" Johnson



Aha, the Pope has taken up skateboarding and as soon as he saw a worthy piece of tarmac he just had to kiss it. Only joking, our slapstick hero couldn't quite ollie up the bank and landed face first – no points for you!

PROTIP Use the training section to perfect your skills on each of the events if you don't do too well in a competition.



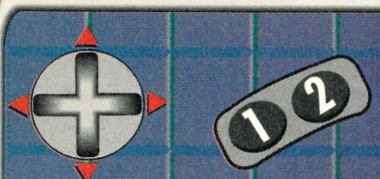


Bodyboarding is for wimps – if you don't believe me ask any surfer worthy of their right to stand.

CALIFORNIA GAMES 2

SEGA ● £29.99 ● OUT AUGUST

CART SIZE 2Mbit
PLAYERS.....1
STAGES 4
SKILL LEVELS.....1
FEATURES ..competition
CONTACT
Sega ✆ 071 373 3000



The D-pad directs you whether you're flying, surfing, boarding or skiing. Buttons 1 and 2 activate the stunt routines, including all jumps, spins and glides. Use buttons together with the D-pad and extra stunts award you with points.

ACTION
STRATEGY

GRAPHICS 60%
▲ Colouring and animation are both impressive as are the still shots between levels.
▼ The screens are empty which gives the impression of a rush job.

SOUND 62%
▲ The background music suits the game very well and creates a fun atmosphere.
▼ As is so often the case, music fails to change very much during the game.

GAMEPLAY 54%
▲ It can be fun with several people competing in a competition at the same time.
▼ Fewer sports than the original *California Games* and long, drawn out events.

CHALLENGE 67%
▲ It's relatively easy to compete each event, but you'll need to practise for those high scores.
▼ Unless you're particularly crazy about gaining high scores this becomes tiresome.

PROSCORE
58%
Great fun for youngsters and loads of nostalgia for older game's players. However, it offers nothing new and is a step backwards.

CALIFORNIA GAMES II

Craig Campbell was a pioneer in the skateboarding and BMX crazes of the late '90s.

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

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- *512K Video RAM*
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MEGA PLUS	2Mb RAM 40Mb HARD DRIVE	4Mb RAM 130Mb HARD DRIVE
486SLC 33MHz	£799	£899
	+VAT = £938.83 Ref: AMP 1033	+VAT = £1056.33 Ref: AMP 1134

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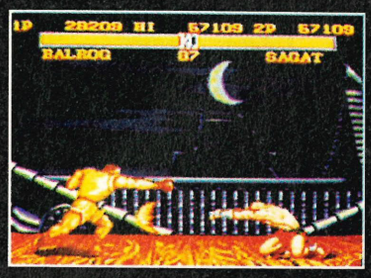
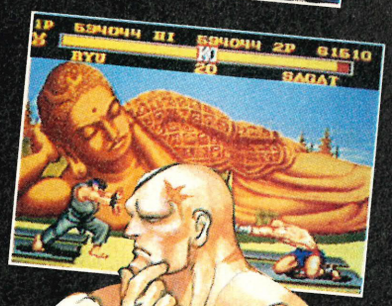
SPECIAL POSTER PULL-OUT

STREET FIGHTER II
CHAMPION EDITION





IT'S A FACT!

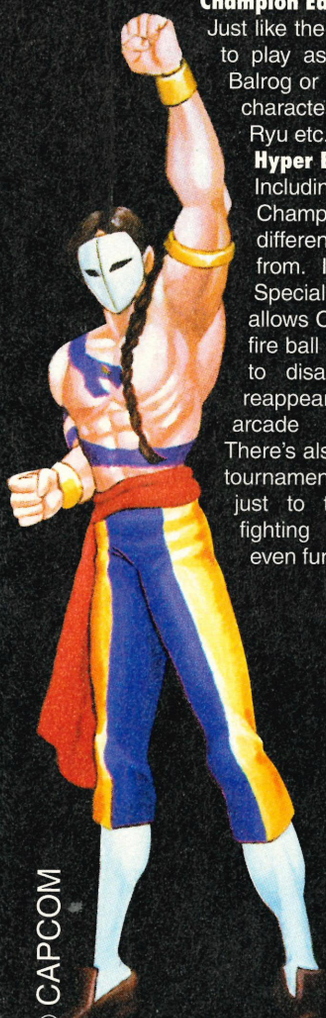
Street Fighter II: Special Champion Edition **is coming to your Mega Drive this September and it's going to be the first ever 24Mbit cartridge! It will offer players two game options in one cart, Champion Edition and Hyper Edition.**

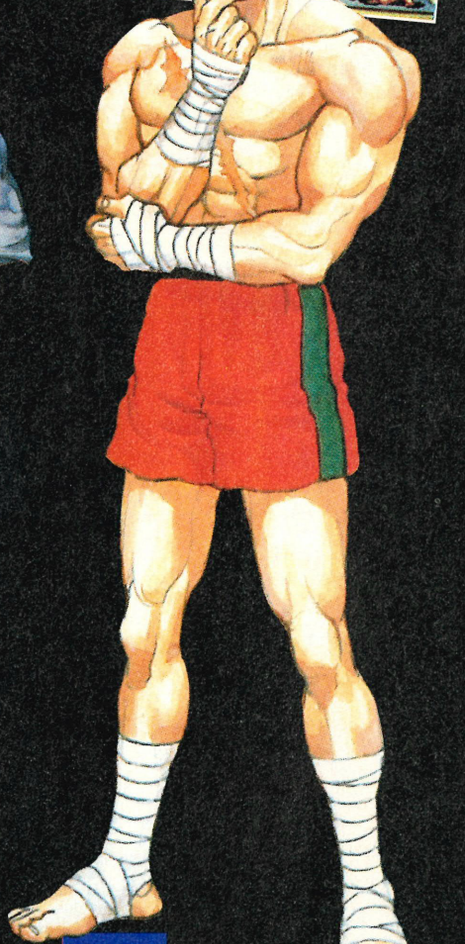
Champion Edition

Just like the arcade game, you are given the additional option to play as one of the four original bosses, Sagat, Vega, Balrog or M Bison. You also have the option to play a same character game, Sagat vs Sagat or Ryu vs Ryu etc.

Hyper Edition

Including all the features of Champion Edition, but with nine different action speeds to choose from. It also includes Improved Special Moves and even allows Chun Li to throw a fire ball and Dhalsim to disappear and reappear, as in the arcade game. There's also a special tournament mode, just to test your fighting skills even further.





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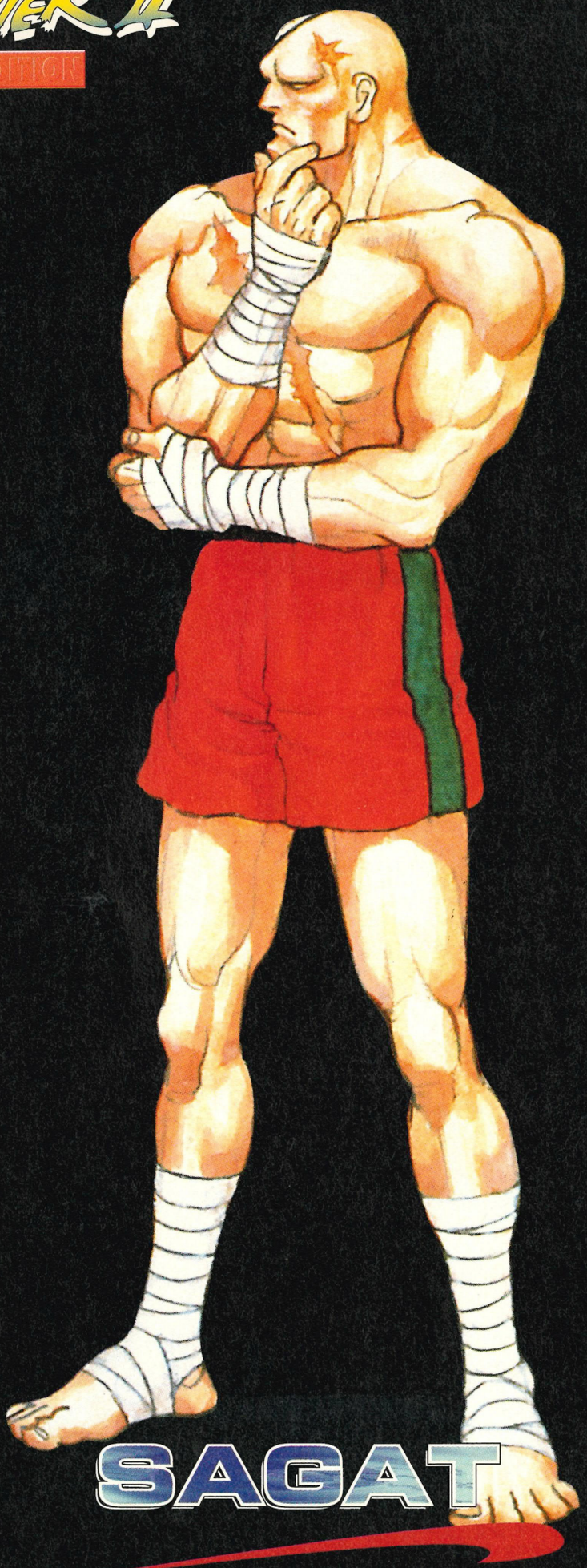
SEGA pro

SECOND PART OF THREE

STREET FIGHTER II
CHAMPION EDITION

SEGA pro



SAGAT

A THAI POWERHOUSE

A Russian powerhouse who relentlessly saps energy from everyone that challenges him. Originally slow and clumsy, improved moves and even more power give this overweight muscle bound character a real fighting chance.

An improved Clothesline Punch now gives Sagat the added power to move towards opponents without losing control. Also, the Spinning Pile Driver leaves his opponents with little chance of standing up ever again!

STATISTICS

BORN: 1956
HEIGHT: 211cm
WEIGHT: 115Kg
CHEST/ WAIST/ HIPS
163cm/ 128cm/ 150cm
BLOOD TYPE: A

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STREET FIGHTER II
CHAMPION EDITION

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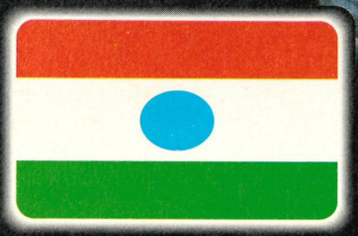


STATISTICS

BORN: 1952
HEIGHT: 176cm
WEIGHT: 48Kg
CHEST/ WAIST/ HIPS
107cm/ 46cm/ 65cm
BLOOD TYPE: O

THE INDIAN FLAME

The master of meditation can destroy any opponent with his Yoga Fireball. Agile and fast, Dhalsim is a force to be reckoned with despite his bony frame. As before, the slide counter is a useful means of retaliation, but there are plenty of other moves this guy can unleash.

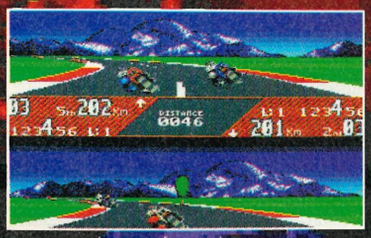
He is also armed with an instant torpedo attack that drills into the defences of anyone who drops their guard. Attacking from the air is his favourite tactic, but if all else fails there, he can always rely on his sheer strength. His incredibly long arms and legs can power through the air, delivering blows that knock large amounts of life from any opponent's gauge.

DHALSIM

© CAPCOM

pro REVIEW

GP RIDER



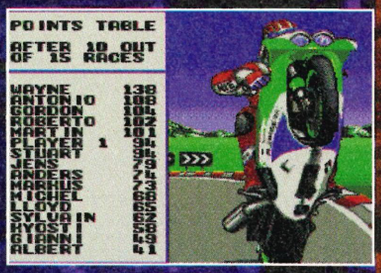
In split-screen format, the racing becomes more of a challenge, and the battle for pride is a lot more fun!

From Holland to Australia, and Brazil to the UK, never has there been such a prestigious event as this. It's man and machine, out to break new records, and win the title of Grand Prix world champion.

Lean left, lean right, but take corners with confidence. Climb onto your bike, and shift through the gears with grit and determination. It's now a battle between the world's best motorbike racers. Can you handle the challenge?

GP Rider allows you to compete in arcade, tournament, or Grand Prix competition. For the Grand Prix, you must race at 15 of the world's top circuits, and lead the points table at the end to become world champion!

The game looks very much like *Super Hang-On*, where you lean left and right around the bends and weave your way through the field of other bikers. If you remember the classic *Pitstop 2*, the split-screen format is almost identical to the one used here, and it enhances gameplay when you can challenge a friend head to head!

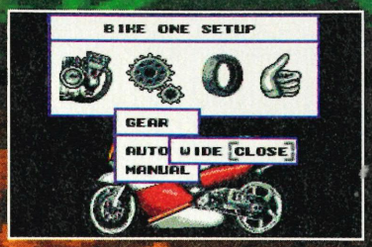


Starting off, you must choose wet or dry tyres, and select automatic or manual gearbox. A lean, medium, or thirsty engine can also be picked depending on your acceleration or speed preferences. Before a race, you must qualify to determine your starting position on the grid.

Gameplay is let down by flickery sprites and annoying bleeps that are supposed to represent a skid. You can't see bikers behind until they knock you off. They leave you with a slim chance of even catching the leading pack! Despite the nice graphical presentation screens and circuit backdrops, there is no timer during qualifying, tracks lack any visual variety and the Grand Prix is far too long and boring.

GP Rider becomes tedious and frustrating, when it could have been a tidy racing game, with more track features, and better bike control.

● Mark "Rasher" Hill



MASTER SYSTEM

GP RIDER

SEGA ● £29.99 ● OUT NOW

GRAPHICS 75%

SOUND 57%

GAMEPLAY 59%

CHALLENGE 64%

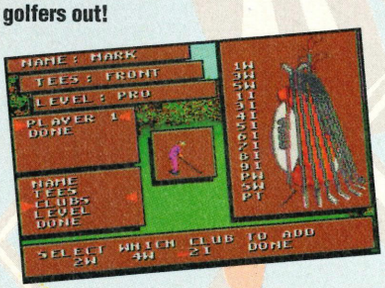
PROSCORE 58%

Despite the riders' championship and bike part selections, the gameplay lacks variety, and the concept is too basic and dated.

Sega World Tournament Golf

Golf is a popular sport these days, with municipal courses popping up everywhere. What with waiting lists a mile long and green fees being only a tip of the financial iceberg, it's surprising its popularity is so high!

But golf represents quality and each hole must be a perfect carpet, with grass cut in three different shades, and a few bunkers just to catch the unlucky golfers out!



Sega's *World Tournament Golf* gives you an overhead view of the action. You can select up to four players and there are a number of competition formats you can play in. For example, selecting two or more players allows competitors to play foreball, foursome, skins, or championship challenges. The skins competition is played for money. All matches can be played at the links or country golf courses.

Once the level of flight has been selected, a good shot using the power and snap is on the cards.

The structure of the game is similar to *Leaderboard*, where you strike the ball using a power and snap indicator. Wind direction must also be judged and a level indicator shows the angle your selected club will hit the ball. If you're not first off the tee, you can judge distances by learning from other people's mistakes!

Each hole is nicely drawn, with shading to indicate where the up and down slopes are around the green's and fairways. The pleasant backgrounds comprising water, bunkers and trees add a nice touch to the presentation, with a diagram of your ball placement in the grass being useful.

Apart from a jolly tune to accompany the title screen, the swish of the club hitting the ball and the odd plop into the water is all the sound you'll hear! But the game, like the real thing, can be fun to play as long as you're not playing solo. If you buy it, get some mates to join you!

● Mark "green" Hill

MASTER SYSTEM

WORLD TOURNAMENT GOLF

VIRGIN ● £27.99 ● OUT NOW

GRAPHICS 79%

SOUND 20%

GAMEPLAY 74%

CHALLENGE 77%

PROSCORE 75%

A round of golf with some mates can be a lot of fun, with some smooth graphics and a variety of competition structures.

Jack Nicklaus is the only golfer to win the US Masters' coveted green jacket three times.

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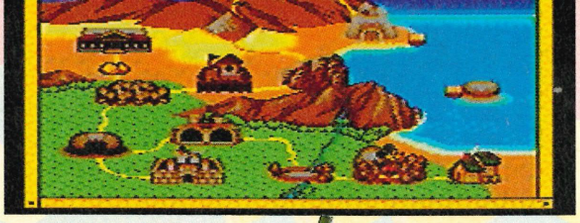
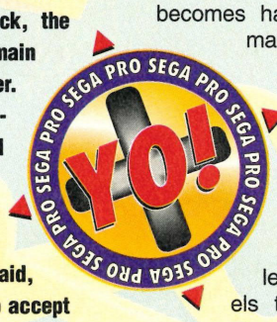


Gimme some air! Even mice can't breathe underwater, so these air pockets are a brilliant find!

After falling asleep while reading a fairy tale book, Mickey becomes deeply engrossed in a make-believe adventure! In his dream, he stumbles across a strange village inhabited by sad people. Why are they sad? An evil giant has stolen their crystal! What a rotter!

The crystal protects everyone in the village and unless someone gets it back, the people will remain unhappy forever. Unfortunately, the villagers are a peaceful lot and are powerless to fight such a strong enemy. If no-one comes to their aid, they will just have to accept the unfortunate turn of fate.

Mickey may feel sorry for his pals, but what can he do? Well, there's only one thing for a mouse to do in times like this – save the day!



gameplay. There is only one difficulty level, but the game starts easy and becomes harder as progression is made.

The action begins in the forest and Mickey is immediately faced with vicious snakes. The only way he can kill is by throwing one of the many blocks that are strewn around each level. On the first few levels there aren't very many enemies, but the game becomes much more difficult after you've reached the Toy Workshop.

Although *Land of Illusion* is a typical platform adventure, each level is notably different from the others. The backgrounds change accordingly and, thankfully, each stage has its own distinctive enemies! Graphics remain clear throughout and the sprites are perfectly sized. They are very similar to *Sonic*, even though the action is more like *Mario* on the SNES!

Although *Castle Of Illusion*, Mickey's first quest, is still a classic, this sequel is in a class of its own. It boasts some of the best graphics seen on the Game Gear and it's a huge adventure. Platform fans will love it as it's one of the best hand-held releases 1993 has seen so far!

● **Sam "Minnie" Hickman**

Throwing treasure chests opens them up, revealing loads of goodies for Mickey to pick up!

PROTIP Wait until the water level is high before attempting to jump on spikes on the lake stage.

These pincers will swipe down and grab Mickey if he's not careful! Unfortunately, our hero is going to have to pass them if he wants to finish the level. Some swift tactics are order of the day, but will Mickey make it?

ickey Mouse is well known for his extraordinary powers of imagination. He's made many appearances on console, but this, his second game on the GG, utilises the power of Sega's first 4Mbit Gear cart!

A series of animated screen shots introduces the player to Mickey's dream, then it's straight to the action. To return the crystal to its rightful owners, Mickey must battle his way through 17 stages of cutesy platform

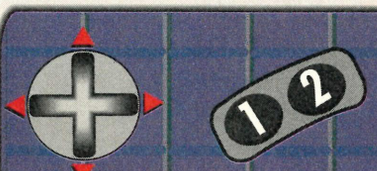
LAND OF ILLUSION

Mickey Mouse once had a TV show of his own called, you've guessed it, *The Mickey Mouse Show!*

LAND OF ILLUSION

SEGA ● £29.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS.....1
STAGES 17
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Sega © (071) 3733000



Press button one to pick up objects. Button two allows you to jump around, throw rocks and also break the treasure chests open. The D-pad moves the sprite around the screen. Overall the controls are responsive and are not at all temperamental.

ACTION

STRATEGY

GRAPHICS 94%

▲ Each level has a variety of enemies and much attention has been paid to detail.
▲ Sprites are just about the right size, although Mickey is the largest by far!

SOUND 90%

▲ Not your usual bleepy effort – this has some brilliant tunes and sound effects.
▲ Tunes change according to the scene and level, and there are some great sound effects.

GAMEPLAY 92%

▲ Mickey is very easy to control and manoeuvring blocks is effortless!
▲ The theme changes according to each level, resulting in an engrossing platform adventure.

CHALLENGE 89%

▲ Earlier levels are very easy, but they soon toughen up and become challenging!
▲ Later levels are difficult, but the cute graphics fool you into believing that it's easy!

PROSCORE

93%

One of the best hand- held releases this year! Any self-respecting Gear owner should get hold of this as soon as possible!

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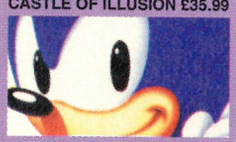

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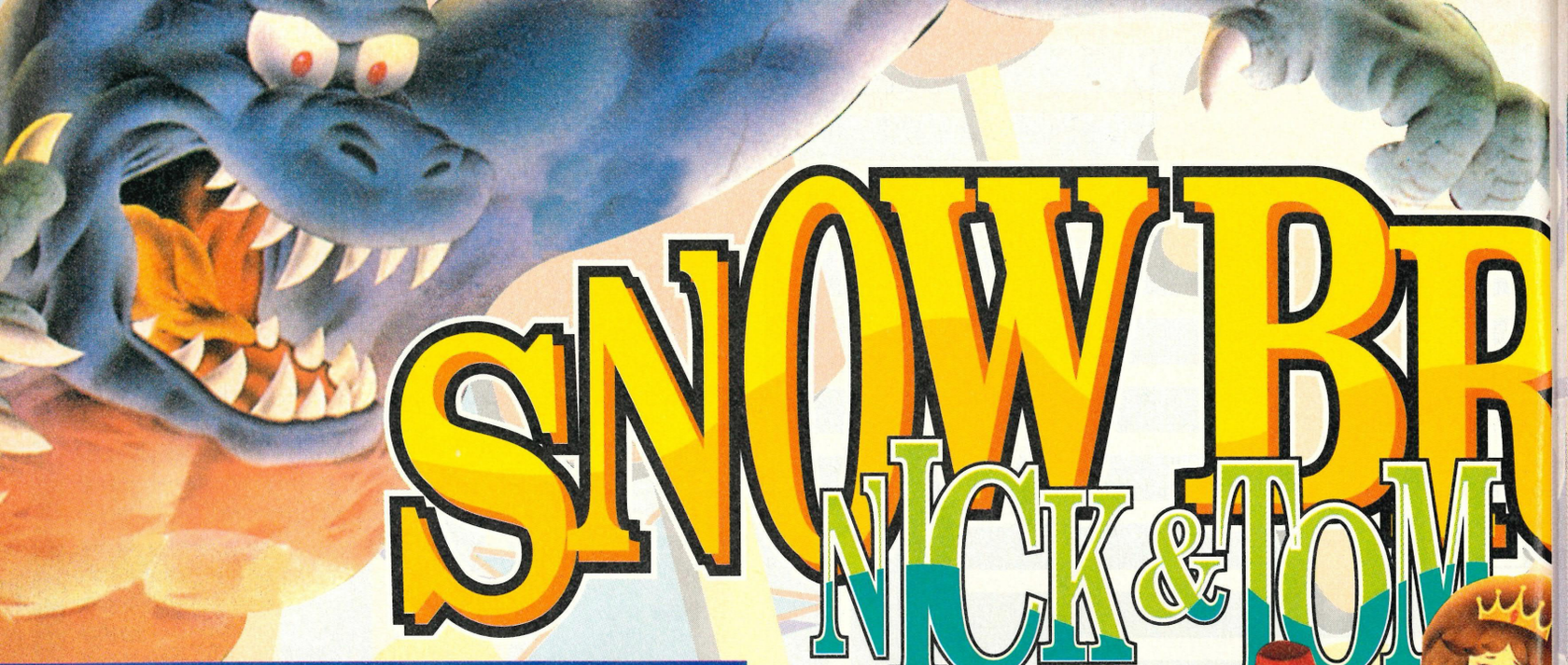
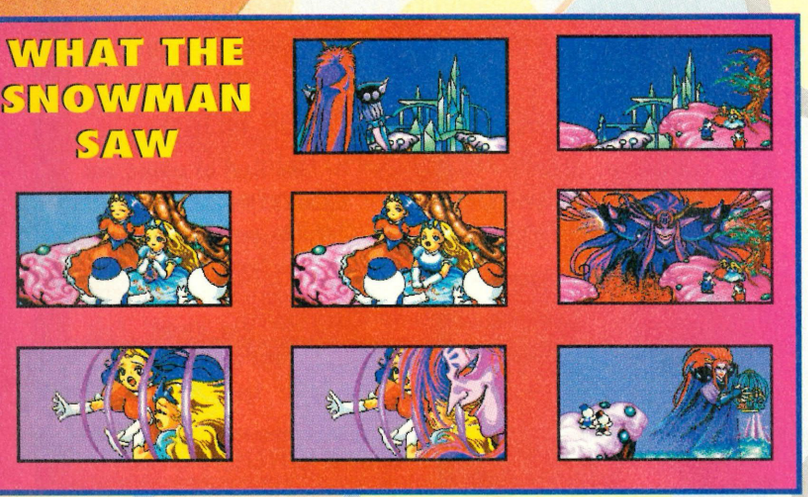


SNOW BROS
NICK & TOM

WHAT THE SNOWMAN SAW



PROTIP In the early levels of the game, make your way to the top of the screen and snowball the monsters at the top, then fire them down, hopefully killing everything in its way as it cascades towards the bottom.

MEGA DRIVE

As the story so often goes, Nick and Tom fell in love with two beautiful princesses. Strangely enough, the stars of *Snow Bros* are made of snow. This didn't dampen their egos, I'm glad to say, and when things heat up their only worry is the danger of melting.

During one fine spring day, the two young ladies were kidnapped by a hostile member of the melti-melti clan. Their main object in life is to bring sadness and misery to snowmen across the globe by kidnapping their partners. Nick and Tom chased after the gruesome monster and came across something of a challenge. Quite a few members of the clan were aware of the Snow Bros, presence and set about hunting and destroying them. And so the adventure begins...

Snow Bros was a popular arcade game featuring snowmen Nick and Tom in a troublesome two-player platformer. Tengen have now converted it onto the Mega Drive, and about time too! Fast one- or two-player action, with no more than snow to throw, makes for an ideal recipe in a simply addictive snowball fight.

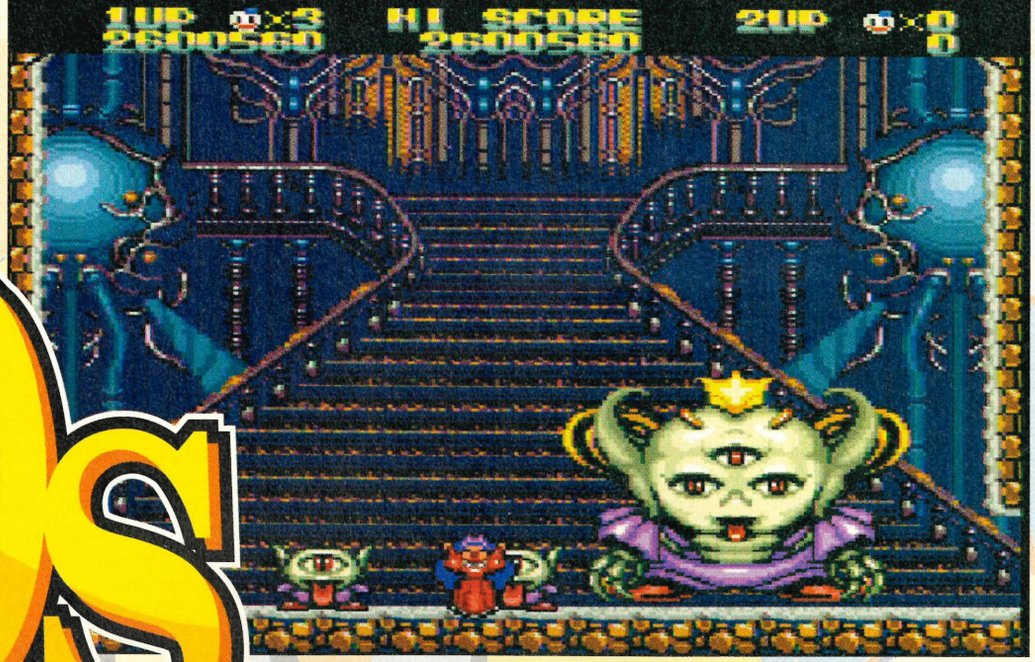
The music initially sets a sinister atmosphere, accompanying the long introduction that tells the story of how Nick and Tom became in such a fine mess. Once the game starts, however, it's a totally different story. The music jaunts along at a constantly jolly pace and becomes more frantic as the gameplay increases in difficulty.

Nick and Tom will only save their loved ones by completing all 70 levels. The game is split into seven sections of ten levels, with a guardian appearing on every tenth level. You must use an unlimited supply of snow to cocoon the baddies and

There's a nice high score for you, eh! The nasties appear to be finding it all a bit of a laugh and even the carrot-nosed owls are up for a gag. Player two isn't at all amused and decided to stay out of this one and leave Nick to it.

Game supplied by Video Games Centre © (0202) 527314.

Bros.

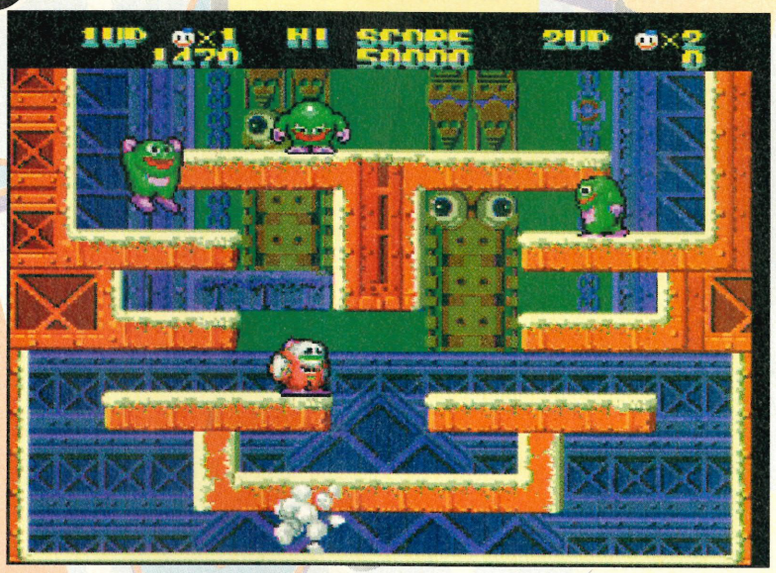


Many, many years ago Yoda appeared in a Star Wars film. After such a long break, he seems to have been fortunate enough to get a hot-spot along with the infamous Snow Brothers. As it goes, he can't see, see, see what the fuss is all about.

then roll them down to the bottom of the screen, hitting as many nasties as possible. This may sound simple enough, but there plenty of obstacles including fire-breathing baddies and dead ends.

To aid your progress, bonuses and power-ups are awarded for snowballing more than one nasty at a time. Points, weapons and even a large blown-up version of Nick or Tom are among the surprises you are given. *Snow Bros.* is full of gimmicks such as these and with such bright and cheerful screens you could be hooked from the first time you play it.

Each of the sprites is detailed and all have big grins on their faces. They are very bright, bouncing around the screen in a well-animated manner as they try to catch you out, pouncing on you at the first opportunity they can grab. Besides the colourful introduction sequence, each of the backgrounds is in true arcade fashion.



When you reach the top level of each section, you must pit your wits against the bosses. They clumsily bounce around the screen, firing various projectiles that you must snowball and roll back, hitting him until he dies. This is a welcome aspect as concentrating on level after level of repetitive baddy onslaughts can become a pain.

Despite the repetitive nature of *Snow Bros,* its bright and authentic arcade feel will keep you playing. It's tough enough to keep even the most hardened games players busy for a long time with the puzzle element within the maze platforms also very challenging. Drop down the wrong gap and you're stuck, leading to a frustrating almost certain death.

If you enjoyed the arcade game, this should be a must. It includes all the thrills and spills together with the bright, colourful graphics. However, it appears to be dated, so if you've not played it before you may be disillusioned.

● Jason "psychedelic" Johnson

I WANT A SECOND OPINION

Snow Bros is destined to be a highly successful conversion from the arcade. It captures all the charm, humour and addictiveness of the original platformer. It's simple to get the hang of and will keep you hooked for hours on end!

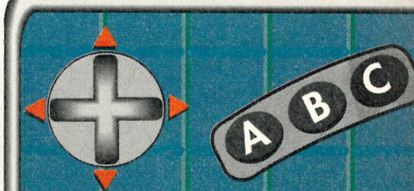
The sprites are detailed and move smoothly. I really liked the Snow Bros' somersault. Although the music is jolly, it can become very annoying over extended play. The best option is the two-player mode, it's far more enjoyable playing along with a friend. I like *Snow Bros.* very much because it's light hearted, amusing and will keep you coming back for more.

HENRY

SNOW BROS.

TENGEN ● £49.99 ● IMPORT

CART SIZE 8mbit
PLAYERS.....2
STAGES 60
SKILL LEVELS.....2
FEATURES .....continues
CONTACT importer



Jump between the platforms by pressing the B button, use A and C to fire the snow and roll into the snowballs. The D-pad is used to direct Nick or Tom in the desired direction.

ACTION

STRATEGY

GRAPHICS 82%

▲ The majority of graphics are very bright and fun in true Japanese arcade style.
▲ A wide variety in sprites with evil baddies and big snowman-hunting bosses.

SOUND 76%

▲ As frantic background music for an arcade conversion it is very good, but...
▼ It's sure to get on even the most patient games players nerves by level 20!

GAMEPLAY 78%

▲ Very simple controls with no more than jumping and throwing snowballs.
▼ Frustratingly annoying at times with awkward jumps and dead end situations.

CHALLENGE 80%

▲ With 70 levels, seven bosses and stacks of nasties to obliterate, it's not easy!
▼ This is a difficult game at first, but it doesn't get much tougher in the later levels.

PROSCORE 79%

This is one of those games that you're likely to take to straight away and play until the very end in one go. Fans of the arcade will be impressed.

MEGA DRIVE

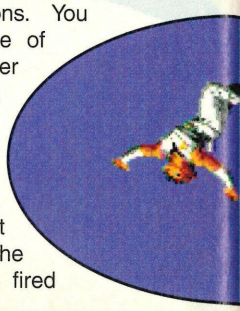
STRID

The lovely Princess Magenta is being held hostage by the master of the evil empire and Strider has taken the responsibility of saving her. She is, after all, the object of our hero's affections. Strider is a true gentleman and wishes to fulfil his own destiny by becoming the knight in shining armour!

The way ahead is torturous and suicidal, but this manly warrior has the ultimate motivation of a love-struck heart. Determination will get him through, but only if he keeps his head. The master has many deadly tricks up his sleeve – that's assured. Strider can also expect the final confrontation to be with the evil master at a place no other traveller has ever set foot in before. This is a journey where you have to believe in yourself if you ever want to taste fresh air again.

This sequel to the graphically impressive *Strider* takes you through five action-packed levels that start in a forbidden forest and end on the Master's prison ship. Like the original, this is yet another platform/beat-'em-up adventure that puts you up against a host of enemies and end of level guardians.

To tackle each scenario, you are given two weapons. You start with a choice of two swords – either the original, or a new sweep sword that is generally easier to use. A second weapon comes into effect when you collect the shurikens that are fired on enemies.



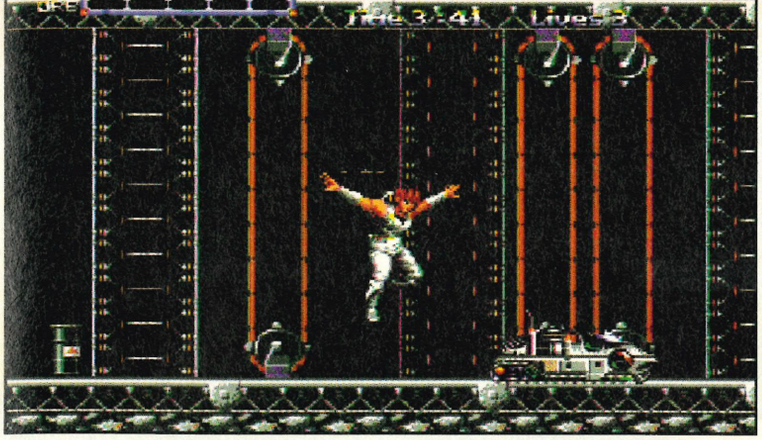
Following the impressive introduction sequence, the options screen needs to be checked as you can select up to five continues, play a normal or expert game, and choose your control method. Once this is done, you have to save the princess!

Your road begins in the forbidden forest where Strider's acrobatic skills are put to the test in a spot of tree climbing! He can perform cartwheel

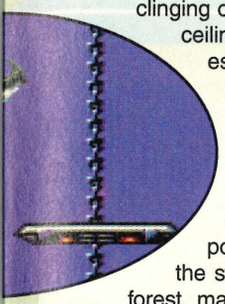
Life is hard in the Metropolis Castle. Every inch is covered by either an electric charge or some form of nasty alien! Once at the top of this horrible place, a bridge will take you to another twin tower that's possibly even harder! Your journey through this level requires a fair bit of forward planning. Get the electric charge patterns sussed and life will become a lot easier!

Here you must make the best use of your acrobatic skill when it comes to the tricky enemies. If it throws fire, you're safe clinging to the ceiling, as soon as it fires the other way, you'll have the son-of-a-gun well and truly sorted out!

In reference to Metropolis Castle, the word 'Metropolis' in Latin, means the mother city or state.



jumps and slide along the ground when the relevant situations arise, but his main move is jumping and clinging on to objects such as ceiling rails and branches.



Throughout the forest, and indeed the other levels, there are power-up icons to collect that enhance sword power. When you kill the swooping birds in the forest, many will release such icons. At other times, energy icons can be found that will restore energy. Failing that, you have three lives per continue for the whole adventure.

Strider is a very flexible character and there are a variety of strategies you can use to control his large, impressive sprite. Experienced players can make best use of the acrobatic skills when it comes down to defeating the more tricky guardians. Quite often Strider must behave like Spider-Man and crawl up places such as vertical castle walls. It's not always so obvious where you must go next in the adventure until you realise by discovery that a large jump off a cliff will land you on a high wire or rail, etc.

When you're in the woods it's like an assault course, with branches and poles that pave the way ahead!

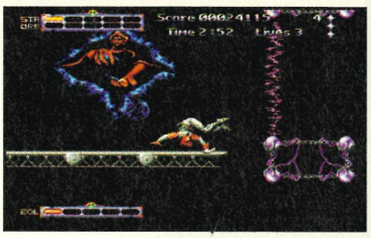
Strider II is similar to *Turrican* in the sense that exploration can be very beneficial! Going off the beaten track could land you with loads of bonus icons clustered in places you'd never imagine existed!

The variety of moves coupled with the impressive backgrounds and sprites make this a well structured and fairly original platform game. It's one of these adventures where you learn by mistakes. It's almost guaranteed that you'll not get past scenario one at the first attempt. The secret is to learn how enemies attack, and adjust to their different patterns. In the Hive, life is tricky battling against giant hornets and turbo wasps! Avoiding charges from power generator, and clinging to ropes add to the fun of the adventure.

Controlling Strider is fairly straight forward, though it's often easy to slide at the wrong time, which can lead you down a gap, setting you back a life! However, it's nice to see a beat-'em-up that offers a more strategic adventurous structure and taxes the brain a little more!

● **Mark "Hunchback" Hill**

By looking in unlikely places, you'll often find bonuses like these power-ups that enhance sword power.



PROTIP

When your encounter an enemy, attack as soon as they appear on screen before they have a chance to attack you. This applies with enemies on the same screen level as you.

I WANT A SECOND OPINION

I felt immediately drawn to this game; the atmospheric title sequence set the mood of this sci-fi game perfectly, and combined with the ambient music (reminiscent of *Flashback*), I was intrigued to take time to step further.

It's good to see such a large sprite as the main character for once, the controls are extremely responsive and the animation of movements very fluid, although Mr Strider is a little over keen to hook himself onto the walls and ledges.

Gameplay is smooth and fast – again good to see on this style of game – and there is plenty of challenge to make sure you'll be coming back again and again.

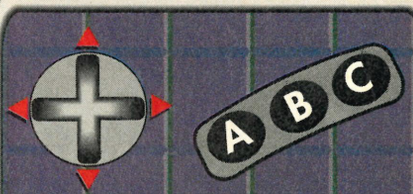
Definitely worth the cash and thoroughly recommendable to any adventurous gamesplayer.

SIMON

STRIDER II

US GOLD ● £44.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....2
FEATURES.....none
CONTACT
US Gold ✆ (021) 6253388



Use D-Pad to move left and right. Button A fires a shuriken. Press B to attack with sword. C is used to jump, perform a cartwheel or slide depending on D-Pad direction.

ACTION
STRATEGY

GRAPHICS 85%
▲ The large sprites move well and Strider performs some superbly animated acrobatics.
▲ Crammed with colourful, detailed backgrounds that create atmosphere.

SOUND 80%
▲ There's plenty of good explosive noises to keep the adventure a fast and exciting affair.
▼ Not original and not particularly impressive when compared with other soundtracks.

GAMEPLAY 81%
▲ Plenty of action to keep you busy, with a variety of enemies and pick ups.
▲ It's quite easy to adapt your own style of approach with multitude of moves.

CHALLENGE 83%
▲ Plenty of situations that must be negotiated and thought out before being tackled.
▼ With no password option, it's fairly tedious when starting from scratch after dying.

PROSCORE
82%

Strider II **is crammed with detailed and colourful graphics that enhance the flexible gameplay making this an addictive and well constructed platformer.**

ER II

Strider 2 was supplied by Console Plus (0532) 500445.

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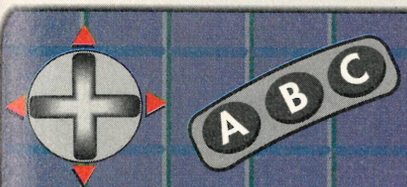
TOTAL

SWITCH

SEGA ● £59.99 ● OUT NOW

CD ACCESS ...medium
PLAYERS.....4
STAGES 100
SKILL LEVELS.....1
FEATURES ....RAM save
CONTACT Importer



Press button A, B or C to operate the switches and use the D-pad to move the cursor about the screen. Pressing START lets you see your current position and is also used to save your present status.

ACTION
STRATEGY

GRAPHICS 92%

▲ Fantastic pictures and smooth detailed animation rolled into one clever production.
▲ No other graphics on the Mega-CD compare to the sheer quality of these.

SOUND 91%

▲ Warped out sound effects that include everything from throwing up to crying.
▲ No other CD game has included anywhere near as many sound effects and tunes.

GAMEPLAY 85%

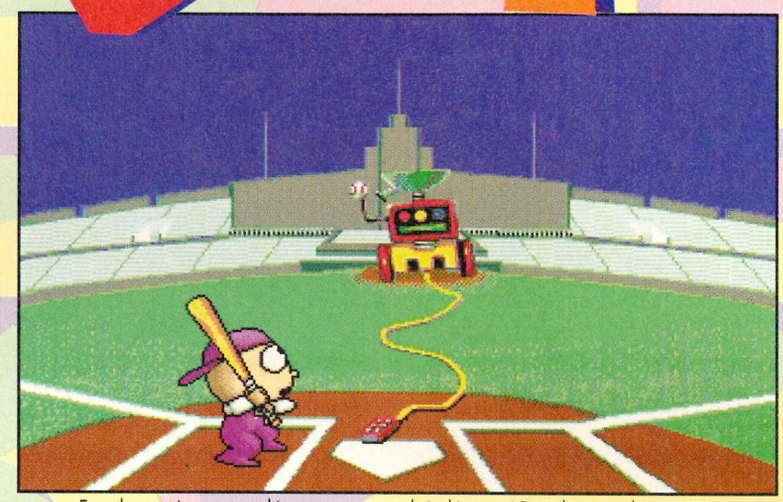
▲ The simple gameplay is totally original and very, very good.
▼ Switch's humour is more suited to older games players.

CHALLENGE 68%

▲ With 100 levels and a minimum of five switches on each of these, it's huge.
▼ Despite the sheer size, once the moves are sussed out, it will be finished pretty quickly.

PROSCORE 86%

An excellent game oozing with originality. The sense of humour makes your stomach feel like the inside of a washing machine.



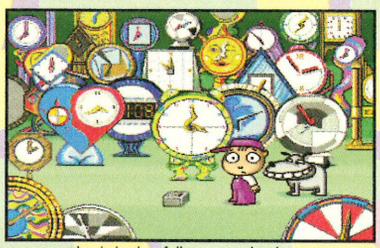
Even the most innocent machines persecute people in this game! Press the wrong button here and Switch could activate a fatal move from the baseball machine! Press the right one though and Switch could warp to another level!

A game that uses just one button? What is the world coming to? Trembling with intrigue the Mega-CD was powered up and I sat back for the show to commence. A wacky cartoon intro shows the perils of blindly pressing buttons then Switch is left to single-handedly repair the network.

An unbelievably simple method of gameplay gives *Switch* something special. You control the on-screen cursor and push A, B or C to activate a switch. Two or three seconds later, Switch will either be warped, sucked up, flattened, squashed or just left standing with a puzzled look on his face.

As Switch, your aim is to press every switch in every room through each of the levels. It's not as pointless as it sounds – there are various "death" spots to avoid and pressing certain buttons can take you back to the beginning of the game!

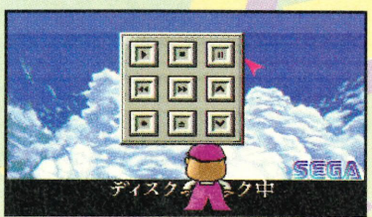
Graphically, *Switch* has a huge amount to offer. This type of animation hasn't been seen before on the Mega-CD and the hand-drawn graphics look brilliant throughout every level. Some screens are particularly clever – there's even one where Switch appears in the Mega-CD intro sequence!



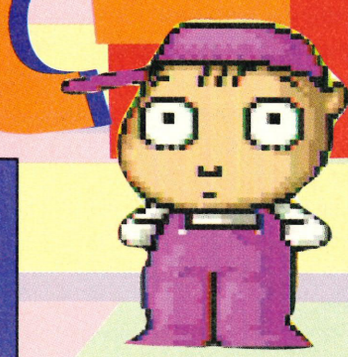
This little dog follows Switch wherever he goes – even into rooms full of clocks!

Switch is a very simple game, yet it's unlikely to appeal to younger games players because of its adult sense of humour. However, there's little chance that you're going to see this released officially, so if you've got a warped sense of humour and an unstoppable inclination to press buttons, snap it up now before it sells out!

● **Jason "light bulb" Johnson**



Ah, decisions, decisions! Here, Switch finds himself in the Mega-CD start-up screen!

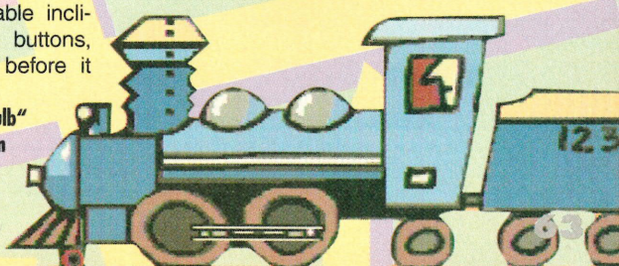


Switch is a cute little Japanese boy with a dog. His mission in life is to push buttons and pull funny faces! One day, Switch was sauntering along, minding his own business when a computer networking system blew a fuse. Now, being the kind of guy he is, Switch risks life and limb in an attempt to repair this technological disaster.

The only way to reconstruct the network is by a process of elimination. There are a number of buttons Switch can press to repair the damage, but getting the right combination proves to be a difficult task!

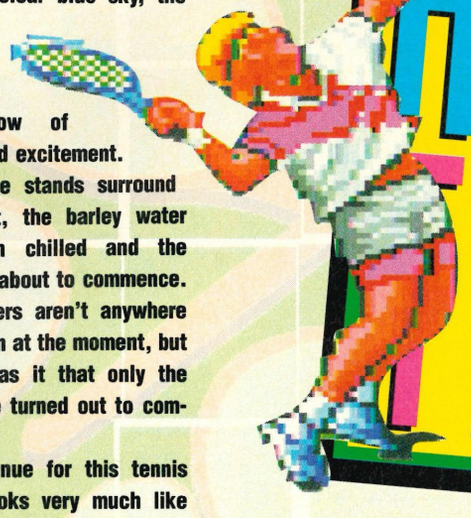
This game has become very popular in Japan and is likely to hit the UK by storm. With just a dog for company and hundreds of switches to press, you might just wonder what all the fuss is about. That is until you play it!

PROTIP Always save your current position after entering a new room. If you die you'll start again at the last point saved, rather than the beginning of the game.



Game supplied by The Video Games Centre © (0202) 527314

DAVID CRANE'S AMAZING TENNIS



Under a clear blue sky, the centre court becomes a rainbow of colour and excitement. Four large stands surround the court, the barley water has been chilled and the action is about to commence. The players aren't anywhere to be seen at the moment, but rumour has it that only the best have turned out to compete.

The venue for this tennis match looks very much like the huge Flushing Meadow courts in the US – it's hot, it's sweaty and it's the place to be seen. The only real difference, of course, is that *Amazing Tennis* is played from the comfort of your living room! Okay, so you might not get the same ecstatic crowd, but who needs that when you have loads of rowdy mates to compete against?

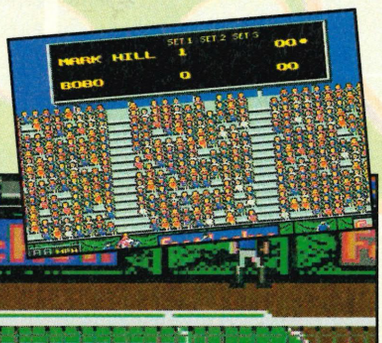
With the summer season in full swing, tennis sims are becoming commonplace on the Mega Drive. Following the *Amazing Tennis* intro screen, an options screen is presented. You can select a tournament or a single game (there are 15 opponents in all). Each player has a world ranking and the top seeds are placed so you won't meet them until the final stages of the competition. As well as the option to play head-to-head against a friend, you can choose to play left- or right-handed and whether to compete on hard, grass, or clay courts.

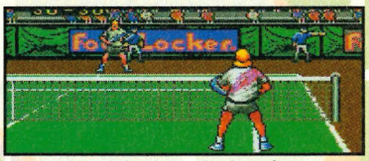
Moving your player around the court is quite straightforward, but the skill is in anticipating your opponent's next move. During a rally, it's possible to play soft slices, hard topspins, overhead smashes, lobs and volleys. Be careful though! It's quite easy to hit the ball into the net if your timing or positioning is slightly wrong!

The animation of each player is smooth and realistic, and the screen scrolls in all directions in line with the action! The voice of the famous chair umpire, Frank Hammond is superb! Even the line judges are animated and are blessed with brilliant speech samples.

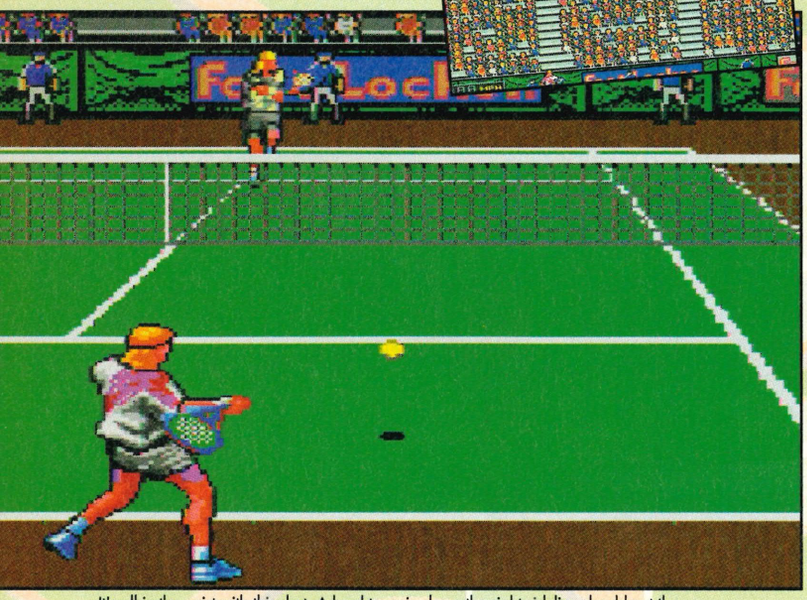
Although this is one of the best tennis sims, it has a huge downfall. There's no password or save option for the tournament mode. This could have easily been included and spoils an otherwise excellent game.

PROTIP Try to come towards the net after making your serve. This puts you in a better position to control the angle of your second shot.

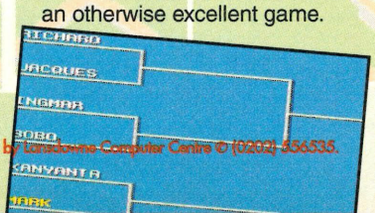




The right line judge clearly confirms the ball was out, so there is no use staring in astonishment!



It's all in the wrist with this shot. A hard topspin down the right sideline should put the other player in trouble, making sure the approach and timing of the shot are as accurate as can be!

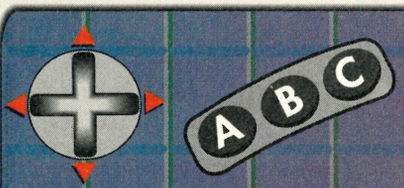


Amazing Tennis was supplied by Lincolnshire Computer Centre © (0202) 456535.

AMAZING TENNIS

ABSOLUTE ENT ● £46.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....2
STAGES 4
SKILL LEVELS .....n/a
FEATURES .....n/a
CONTACT importer



For a fast serve, press B. For a soft serve, press C. During a rally, press A for a lob, B for a hard topspin and C for a soft slice. The D-pad directs your shots and moves your player around the court.

ACTION

STRATEGY

GRAPHICS 86%

▲ Each player is superbly animated and they all manage to look very different.
▲ The courtside action is brought alive by a service speed recorder and animated line judges!

SOUND 83%

▲ Speech from the umpire and line judges is helpful when you want immediate decisions.
▲ Crowd atmosphere is great and the thud of the ball is very satisfying!

GAMEPLAY 85%

▲ Rallies can be very exciting, especially with the multi-directional scrolling screen.
▲ There are 15 opponents of different abilities and three types of court.

CHALLENGE 80%

▲ In two-player mode matches can be long, exciting and often go into a tie-breaker!
▼ There are only four rounds in the tourney, which makes the challenge slightly limited.

PROSCORE 84%

This is the most realistic tennis simulation to date, with plenty of action, atmosphere and excitement just waiting to be had.

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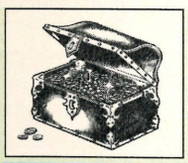

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R.C. GRAND PRIX

Racing radio- controlled cars is a great hobby that's hooked enthusiasts of all ages for years. As the real cars become more powerful and are designed to incorporate the latest technology, their pint-sized counterparts are bound to follow with just as much juice and high-tech specifications.

When they first came on the market these nippy buggies could set you back £250, but it seemed to be worthwhile (once you'd put them together!). Non-kit versions are available, but they aren't as good and can still cost you a fair few quid. Repairs can be costly, but now if you hit a wall and the RC car is a write-off you can sit back and reach for *RC Grand Prix!*

PROTIP As soon as you hear the warning bleep for a bend, steer your car in the direction of the arrows by the track to make a fast turn.

When you've won enough cash, it's time to upgrade your car with some new parts.

What a novel approach to car racing. Instead of racing the latest sports car, that is way out of reach for most of us, you race radio- controlled cars around miniaturised circuits and, while not as enthralling as the real thing, it seems like great fun.

RC Grand Prix kicks off with a great title screen depicting two speeding RC cars. This, combined with pumping music, creates a brilliant first impression. There's an option to select one to four players, but only one person can play at a time and only the best player will earn the title of World Champ!

There are ten different tracks, each made up of a dirt surface and a few red cones. Finishing first, second, or third will guarantee you a place in the next race, with progression becoming increasingly harder throughout the competition.

Depending on your finishing position, you will earn prize money enabling you to do some shopping! If you have enough money there are a number of enhancements and upgrades for your car. A powerful new motor is beneficial for greater speed and new tyres and suspension help you manoeuvre round those hairpin bends!

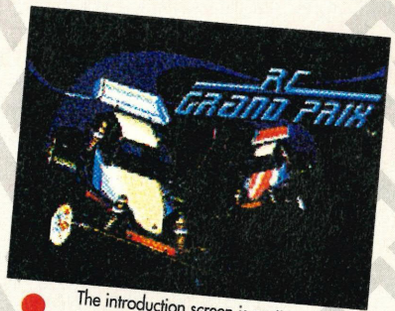
The spare parts store keeps you interested for a while, although an option to buy different types of RC car would have been a good addition. The game could have been improved greatly with the inclusion of pick-ups and bonuses on the track, and perhaps some obstacles such as jumps and oil slicks.

The graphics are rather bland, with some terrible sprite collisions and little variety in the track backgrounds. Some decent motor car sound effects would have gone down well, and maybe an extra tune or two.

Although it's not a bad little game, with the emphasis on little, *RC Grand Prix* lacks that traditional racing atmosphere.

● **Henry "Airfix" Christopher**

The radio- controlled cars reach the third lap with the blue grasshopper model taking the lead!

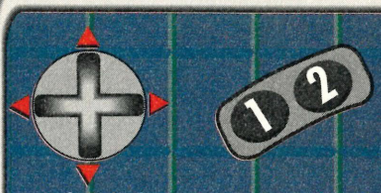


The introduction screen is pretty impressive, with a detailed look at the popular model cars.

RC GRAND PRIX

SEGA ● £29.99 ● IMPORT

CART SIZE 2Mbit
PLAYERS.....4
STAGES 10
SKILL LEVELS.....1
FEATURES .....none
CONTACT Importer



Use the D-Pad to steer your car left or right. Button 1 is used to accelerate, and Button 2 is used as a brake. With this kind of race, speed is essential, so using the brake will cause the leading cars to pull away from you.

ACTION — **STRATEGY**

GRAPHICS 55%
▼ Sprite collision between cars is very poor and really destroys the racing spirit.
▼ Would have been better if there was even a little variety in the different track backgrounds.

SOUND 50%
▲ The tune accompanying the opening screen creates an initially credible atmosphere.
▼ Very few sound effects, and the bleeps that are there do no favours for the race itself.

GAMEPLAY 59%
▲ The prize money you win can be spent on car spares, which enhances the shallow gameplay.
▼ Apart from overtaking and crashing, there's little else to do whilst racing!

CHALLENGE 64%
▼ No incentive to progress in a competition that lacks the pace and excitement of racing.
▼ You can't race a friend using the Gearlink which destroys any competitive aspect.

PROSCORE

59%

It was a nice idea to use radio- controlled cars in a computer game, but the end result is dull and does no justice to the popular hobby pastime.

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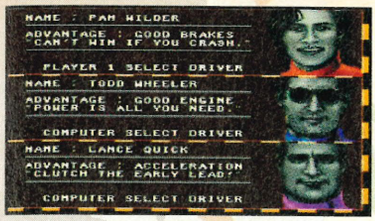


pro REVIEW

Double Clutch

There's nothing quite like a head-to-head challenge behind the wheel of a motorcar. With a combination of car performance and driver skill, motor sport is surely one of the fastest, most exciting, and expensive sports in the world. True champions should be able to cope with any kind of circuit, in any weather, at any time and that's what this offers.

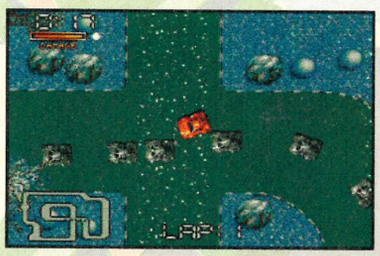
All 12 circuits in *Double Clutch* are viewed from above and each offers a different set of driving conditions. With prize money at stake, you can't afford second place if you want to upgrade your automobile!

You control a car around a set of twisty circuits littered with a variety of stereotypical obstacles such as oil slicks and water patches. The game brings back memories of racing games such as *Grand Prix Simulator* by Code Masters on the Spectrum.

Before burning rubber on the grid, you must choose a driver. Each character drives a unique car with its own distinctive advantages. For instance, Lance Quick drives a car that offers swift acceleration, but if you want better holding on the corners, Joe Thunder is your man! Controlling each car is fairly smooth and easy to manage, although the cars are all the same and look rather basic.

Finishing in the top three will take you through to the next track and the better your performance, the more money you'll have to buy parts from the shop! *Double Clutch* is a tidy, addictive game that is a little dated, but is great fun all the same. It should particularly appeal to younger players, as the control method is smooth and the graphics are very simple.

● **Mark "out in front" Hill**



● Things are getting a little crowded in this race and poor visibility doesn't help matters as snow starts to fall.

MEGA DRIVE

DOUBLE CLUTCH
SEGA ● £34.99 ● OUT JULY

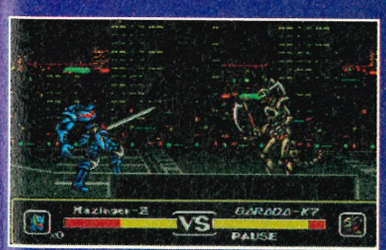
GRAPHICS 74%
SOUND 70%
GAMEPLAY 80%
CHALLENGE 83%

PROSCORE 78%

This is an addictive, fun game to play although it's more suited to younger players as there isn't much lasting content.

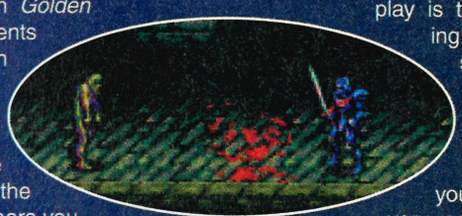
Mazin Wars

The biobcasts from Godkaiser Hell's Steelmask forces invaded the Earth in a big way. This is surely the most powerful and destructive form of alien technology ever to attack our humble world. Professor Kabuto, the chemistry genius is the world's only hope. He's created Mazinger-Z – a near invincible warrior that will tackle the might of the Steelmask forces.



● When you meet the big bosses, you're in for a big fight, with huge sprites that look impressive and move incredibly well!

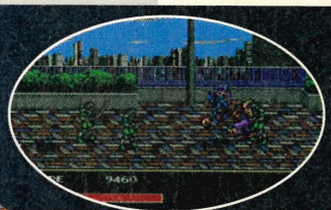
The structure of the game is initially similar to many beat-'em-ups, as action takes place in a street fighting scenario. You are a warrior and with the aid of your sword, you can throw, kick and stab the enemies you encounter. As in *Golden Axe*, opponents vary in strength and most take two or three attacks before they die. The best move is the special attack where you whirl and slash your sword in every direction to clear surrounding attackers!



Mazin Wars has two action modes and at the end of the street stages gigantic bosses appear from nowhere! When you meet a boss, your size increases and you become much tougher. To kill the bosses, you are allocated new moves such as charging, up and down slashes, stabs and guarding.

The brilliant graphics work well alongside the action and with two different sprite sizes, gameplay is totally absorbing! It's great fun slicing the Ironmasks and the accompanying "swish" of your sword is very satisfying. This is a beat-'em-up worth playing for the big bosses alone!

● **Mark "Cybernoid" Hill**



MEGA DRIVE

MAZIN SAGA
SEGA ● £39.99 ● OUT JULY

GRAPHICS 84%
SOUND 80%
GAMEPLAY 82%
CHALLENGE 78%

PROSCORE 81%

The combination of street fighting and head-to-head action makes this a great arcade beat-'em-up for those with killer instincts!

WARPSPEED

Travelling through deep space, you are the pilot in a hyper-fast starfighter. Your assignment is to protect the Galactic Armed Service's Star Bases scattered throughout the eight explored quadrants of space. Alien hordes are descending upon the bases and unless a certain someone stops them, they will take over the universe!

Warp Speed puts you in the cockpit of a sophisticated starfighter. The 3-D graphics and the first person perspective give the view you'd expect to see from a flight simulator. To succeed in your mission, you must venture through seven battle scenarios with the aid of various weapons and a map. The galaxy is made up of eight quadrants and the grid map for each helps you locate the enemies.

Each of the seven campaigns varies in difficulty and your choice of starfighter is determined by the campaign you select. For the first campaign , Pirate Busting, you pilot the stinger class fighter. As your skills improve, later missions are carried out with the more advanced striker, stalker and slasher fighters.

Despite the chaotic graphical introduction, the action in space is rather dull, with bland graphics and unrealistic sound effects. Controlling each ship is fairly easy, as thrust and warp speeds are easy to activate, but space travel is far from realistic and gameplay is too slow. Fans of the ancient *Elite* game may find it a reasonable challenge, but this will be a disappointing space sim for most pilots.

● Mark "Spaced-out" Hill

After miles of endless space travel with nothing to see except specks of distant stars, we've finally got some action!

MEGA DRIVE

WARPSPEED
ACCOLADE ● £34.99 ● OUT NOW
GRAPHICS 67%
SOUND 62%
GAMEPLAY 64%
CHALLENGE 75%

PROSCORE 66%

A nice idea for sci-fi fans, but the whole gameplay is very unrealistic, the graphics are monotonous and it's far too slow.

R.B.I. BASEBALL '93

Baseball has never really been considered a major sport in the UK, but in America, it's one of the nation's favourite pastimes. RBI '93 is about to change the UK's mind about baseball. There are 28 big league rosters you can compete in and over 700 real major league players at your control!

We've already seen two RBI Baseball games released on the Mega Drive and this third release is simply an updated version of the previous two. The main differences are improved and slightly upgraded gameplay. Additional features include fielding practise and individual player performance statistics.

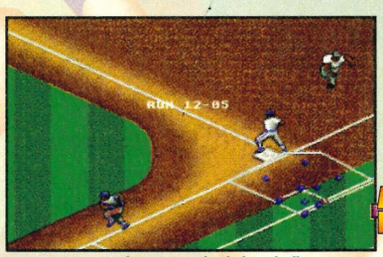
Apart from choosing to play in a league or single match, you can take part in 17 white-knuckled game breaking situations, practise home runs, or simply brush up on your fielding skills.

Playing can be tricky if you don't have the patience to persevere. Striking the ball accurately is difficult and you may find the "hit and hope" method frequently annoying! Fielding provides some fast and tactical action, but controlling the outfield players is a little poor when chasing those big hits.

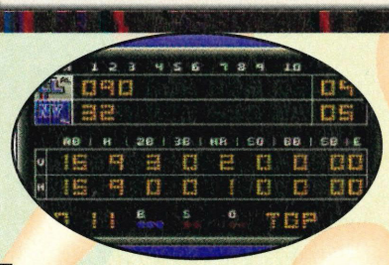
The graphics are well drawn, although there's no real difference between this and *RBI IV*. The crowd atmosphere is realistic enough, although speech is a little muffled and poor.

If you have a collection of baseball cards, know some players and follow the game of baseball, then *RBI '93* is certainly worth a look. However, the repetitive gameplay may be too difficult and can become very tedious.

● Mark "swinging" Hill



Here we have some lively baseball action with the batter making a storming run around the bases!



MEGA DRIVE

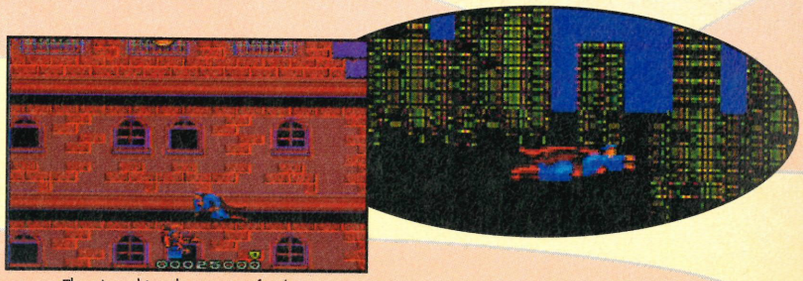
RBI BASEBALL '93
TENGEN ● £36.99 ● IMPORT
GRAPHICS 84%
SOUND 72%
GAMEPLAY 65%
CHALLENGE 70%

PROSCORE 68%

This update should appeal to the true fans of baseball, although it may be too difficult or uninteresting for many gamers.

pro REVIEW

SUPERMAN



There's nothing that strange for the people of Metropolis seeing Superman flying up one of the tall skyscrapers!

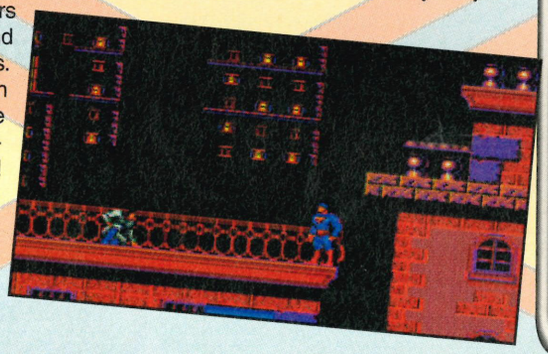
When the children disappeared from Metropolis, it became clear that Superman's deadliest enemies were responsible.

Saving the day may be common practise for the super hero, but there's far more to his job than saving a bus full of kids hanging over a crumbling bridge. Metropolis is in turmoil, and it's time for the man of steel to hide his office suit and find that telephone box!

Superman has appeared on many formats and now he arrives on the Game Gear screen in a platform, beat-'em-up adventure that's almost identical to the Master System version. As Superman, you must battle your way through five levels stretching across Metropolis, an underground complex and a space station!

Up on the rooftop, Superman gets more than a sniff of the flowerman's floral delights!

In each level, some attackers need to be dealt with in the air, whilst others require hand-to-hand combat on the rooftops. When gliding through the air, heat vision is the only way to knock baddies out the sky! Although getting through a level is fairly difficult, there are power-up icons to be found throughout every stage of the adventure. Each level also has a variety of new enemies and areas to discover.



Superman moves fairly smoothly and the flying sequences make a nice change from normal ground battles. Graphically, this is pretty average, although at least the main sprites are fairly detailed.

Overall, *Superman* provides a challenging adventure on the small screen, particularly for young fans of the famous hero.

● **Mark "super boy" Hill**

GAME GEAR

SUPERMAN

VIRGIN ● £27.99 ● OUT NOW

GRAPHICS 79%

SOUND 66%

GAMEPLAY 76%

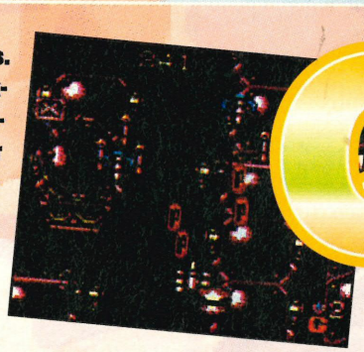
CHALLENGE 84%

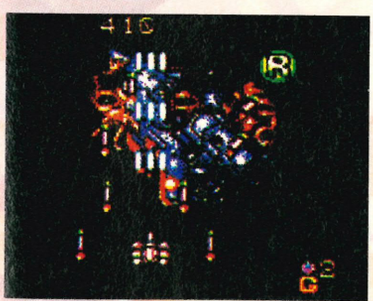
PROSCORE 77%

A bit too difficult, although there is lots of action and plenty to do. Brilliant for platform fans, but some may find it tedious.

Galaga 2

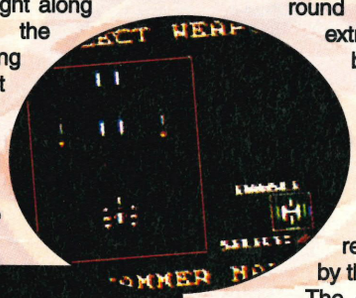
The Galaga universe is in chaos. Swarms of alien ships are attacking from every possible direction. You are the only defender standing between the alien menace and your home world. There's only one thing to do – travel through the many battle zones and make sure anything moving becomes proton dust!

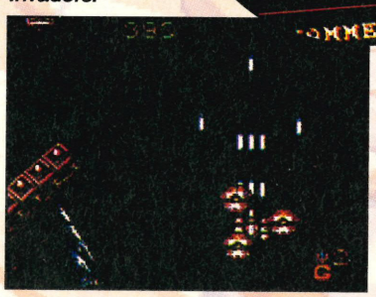




It's the same old story: you've wiped out the countless waves of aliens, but the big mother ship always follows!

We've seen countless classic arcade shoot-'em-ups appearing on consoles over the years. *Galaga 2* is a successful conversion, but the gameplay is rather dated. Piloting the Galaga Mega-Cruiser, you must face countless waves of enemies. Enemy squadrons either attack singly, in pairs, or in large groups. Much of your time is spent moving left and right along the bottom of the screen, blasting anything that moves. The concept is so dated that the gameplay is not dissimilar to *Space Invaders*.





Letting the bullets fly is all you ever seem to do when it comes down to tactics.

Each battle zone area is divided into stages, with a galactic dancing bonus round where you can earn extra points. However, the biggest incentive comes in the shape of the 2X Galaga Mega-Cruiser, which gives you double fire power (wow!). To get this bonus you must retrieve ships captured by the enemy.

The simple tune accompanying action adds no spark to the atmosphere, but at least the sprites are colourful with a variety of different enemies throughout the quest.

If you're trigger happy, this can provide you with a challenge, but unfortunately it's too dated and monotonous to have any lasting appeal.

● **Mark "sore thumb" Hill**

GAME GEAR

GALAGA 2

SEGA ● £27.99 ● OUT JULY

GRAPHICS 73%

SOUND 54%

GAMEPLAY 62%

CHALLENGE 70%

PROSCORE 60%

***Galaga 2* is no different from any other typical shoot-'em-up seen in the past, with all the same attributes, but it's still good fun !**

THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

pro CHARTS Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

pro MOVES If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

pro SCORES Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

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THE PRO

With well over 650 Sega game reviews covering System and Game Gear, plus charts and oodles of e ProMoves, there's only one place to look if you wa

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 76%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

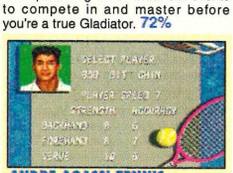
ALIEN STORM
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £19.99
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 72%



ANDRE AGASSI TENNIS
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 79%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles. 92%

AQUATIC GAMES
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 89%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 75%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BALL JACKS
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts is fun at first, but soon becomes a futuristic bore. 58%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together! Large sprites and detailed backdrops show just how a Batman licence should be produced. 84%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

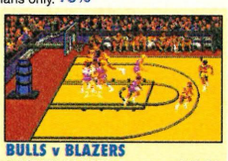
BLOCK-OUT
ELECTRONIC ARTS £19.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BONANZA BROS
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 86%

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%



BULLS v BLAZERS
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. 89%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 59%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics

FILE

**the Mega-CD, Mega Drive, Master
xtras such as ProTips, ProScores and
t to be totally in the know.**

RIVE ▼ MEGA DRIVE ▼ MEGA D

give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75%

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 81%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 86%

COOL SPOT
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 72%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%

CYBORG JUSTICE
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 86%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 52%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 83%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 86%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 71%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 81%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 85%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However, the release of the much improved *NHLPA Hockey* puts it down a few points. 90%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 87%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 89%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. Dated, but is also the only flight sim. 87%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for look and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
SEGA £19.99
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

pro TIPS
CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

Having answered all your problems for many months, Sam has now called it a day. A relatively new member of the SegaPro team, Jason Johnson, now takes over as the tips expert. Having written complete guides to *Chakan, Land of Illusion, Sonic 2, Another World* AND *Tiny Toon Adventures*, his worthy cheating methods should be of use to you all. If you have a problem or a tip that you would like to see within the future pages of SegaPro, write to: Jason's ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SegaPro T-shirt. Full game solutions can win you up to three free carts!!!

STRIDER
MASTER SYSTEM

LEVEL CHEATS

To skip to level two, press button one when the title screen appears. When the next title screen appears, hold down UP and both buttons.

To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

Russell Masters, Essex

ANOTHER WORLD
MEGA DRIVE

LEVEL CODES

SECTION	CODE
1	EDJI
2	LDKD
3	HTDC
4	CLLD
5	LBKG
6	XDDJ
7	FXLC
8	KRFK
9	KLFB
10	TBHK
11	HBHK
12	BRTD
13	TFBB
14	TXHF
15	CKJL
16	LFCK

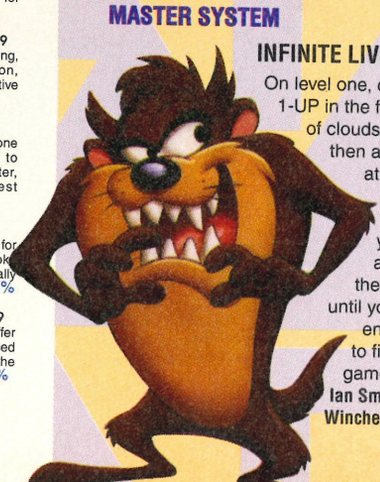
Dave Wilson, Tyne & Wear

TAZ-MANIA
MASTER SYSTEM

INFINITE LIVES

On level one, collect a 1-UP in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

Ian Smith, Winchester



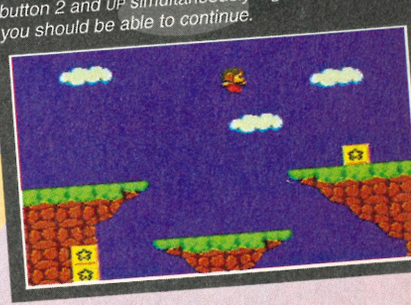
ALEX KIDD IN MIRACLE WORLD
MASTER SYSTEM

HELP!

INFINITE CONTINUES

Q Neal Hookway is stuck! He keeps getting killed on *Alex Kidd in Miracle World* and wants the infinite continues cheat.

A *To gain infinite continues you will need a score of over 4000 points when you die. Press button 2 and UP simultaneously eight times and you should be able to continue.*



FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £19.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 90%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%

GAIN GROUND
SEGA £19.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 88%

GALAXY FORCE II
SEGA £19.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA £19.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £44.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 90%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £19.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 83%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 85%

GYNOUG
SEGA £19.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38%

HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 86%

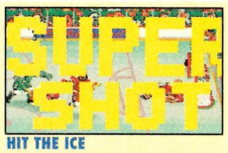
HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86%

HEAVY NOVA
IMPORT
Robots giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £19.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%



HIT THE ICE
IMPORT
Taken from the arcade game, this conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 42%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 86%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 76%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

J LEAGUE PRO STRIKER
IMPORT
Soccer is becoming big in Japan and this game coincides with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. 90%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes!) to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*, but if you haven't got one, buy this. 92%

JUNGLE STRIKE
ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 82%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 85%

KING OF THE MONSTERS
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the

MiG-29 FIGHTER PILOT
DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! 80%

massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

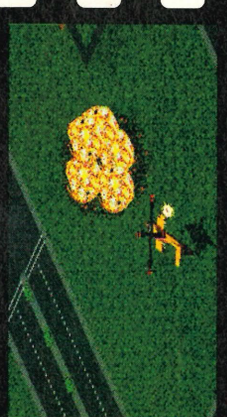
MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test

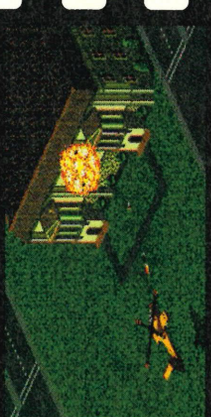
PROMOVES

This month's Promoves gives you a slice of the action from Jungle Strike - the huge Desert Strike sequel set to be released in July. Here in Washington DC, the action is intense! The terrorist building must be attacked, and a prisoner inside has to be rescued.

1 This is going to be tricky, the terrorist building is heavily guarded by tanks and bazooka men. Best go for the tank first, I reckon.



2 Two targeted rockets sure took care of that armoured skip! I can't see any more ground troops, so now lets blow a hole in the building.



3 Using hellfires and rockets together should make this a quick job. What a shame I have to put a hole in such a nice structure!

of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

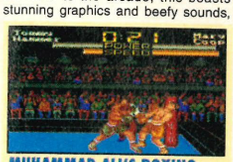
MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds,



MUHAMMAD ALI'S BOXING
VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 82%

but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 83%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 82%

MONOPOLY
IMPORT
A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 74%

MONSTER LAIR
SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 50%

MOONWALKER
SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 84%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this. 72%

MYSTIC DEFENDER
SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 86%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 70%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 89%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone! 62%

OUT RUN
SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 84%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 82%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%

PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes, but more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 88%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will

ECCO THE DOLPHIN

MEGA DRIVE

PASSWORDS

Okay, so we admit we were wrong. The passwords printed in The Cheat's Guide to Sega Gaming don't work. Although the correct version has been printed in ProTips before, here are all the passwords again for those people that bought the book.

UNDERCAVES	YPNAINCX
THE VENTS	BQDPXJDS
THE LAGOON	JNSBRIKY
RIDGE WATER	NTSBZTKB
OPEN OCEAN	EZYMZTK
ICE ZONE	HZIFZBMF
HARD WATER	LRFJRQLI
COLD WATER	UYNFRQLC
JURASSIC BEACH	IYCBUNLB
ISLAND ZONE	LYTIOQLZ
DEEP WATER	MNOPOQLR
THE MARBLE SEA	RJNTQQLZ
THE LIBRARY	RTGXQQLE
DEEP CITY	DDXPQQLJ
CITY OF FOREVER	MSDBRQLA
PTERANDON POND	DMXEUNLI
ORIGIN BEACH	EGRIUNLB
TRILOBITE CIRCLE	IELMUNLB
DARK WATER	RKEQUNLN
THE TUBE	JUMFKMLB
DARK WATER	RKEQUNLN
THE MACHINE	GXUBKMLF
FINAL GUARDIAN	TSONLMLU

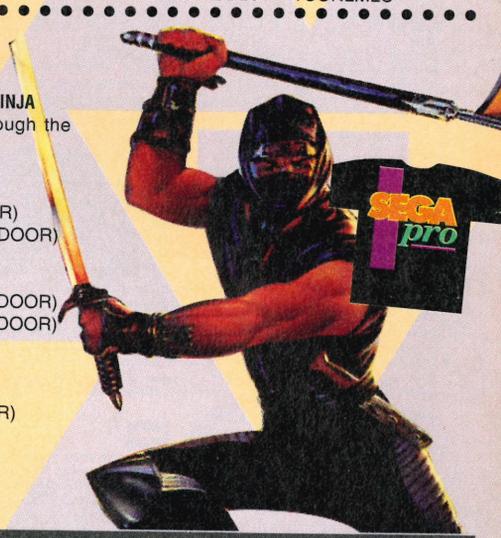
SHINOBI II

GAME GEAR

BEST ROUTE TO FINAL BOSS ● BEST NINJA

Go to these screens to whizz through the stages of this monster game!

1 SCREEN A
2 SCREEN B
3 SCREEN C (EXIT VIA TOP DOOR)
4 SCREEN F (EXIT VIA BOTTOM DOOR)
5 SPIDER BOSS
6 SCREEN M
7 SCREEN P (EXIT VIA BOTTOM DOOR)
8 SCREEN F (EXIT VIA BOTTOM DOOR)
9 SPIKED BOSS
10 SCREEN L
11 SCREEN P (EXIT VIA TOP)
12 SCREEN R (EXIT VIA TOP DOOR)
13 SCREEN T
14 SCREEN U (FOUR NINJA)
15 BLACK NINJA
16 FINAL BOSS

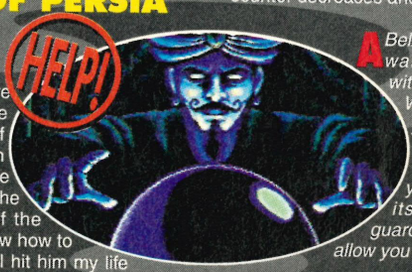


PRINCE OF PERSIA

MEGA-CD

LEVEL 12

Q Jamie Cashmore is having trouble with level 12 of *Prince of Persia* on the Mega-CD. He says: I can get to the ghost at the end of the level, but I don't know how to kill him. Every time I hit him my life counter decreases and I eventually die.



A *Believe it or not, you can walk past the guard without striking a blow. Walk towards him with your sword drawn, then immediately turn away and put your weapon back in its scabbard. The guard will walk away and allow you to pass.*

COBRA COMMAND

MEGA-CD

INFINITE CONTINUES

On the title screen, hold down START, then press UP, DOWN, LEFT and RIGHT. If the cheat has worked you will hear an explosion. Select the options screen from the menu then choose training mode as your difficulty level. When you die you'll immediately restart the game from where you were killed.

Ed Lomas, Rochester

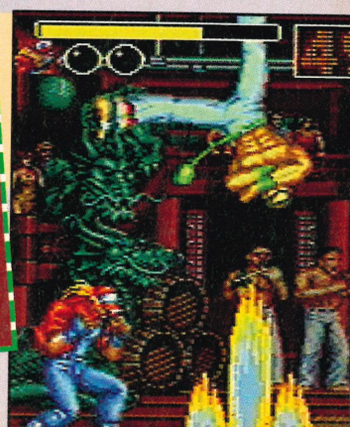
FATAL FURY

MEGA DRIVE

EXTRA CONTINUES

When the countdown appears after your game is over, simultaneously press A, B and C, then rotate the joypad. Repeat the process to gain up to nine continues.

Martin Bleach, South Petherton



QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very unplayable. 26%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 44%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a supercharged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £19.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £19.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts.. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is overshadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

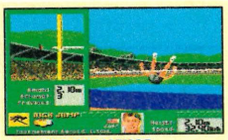
SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%



SUMMER CHALLENGE
ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 60%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SOKOBAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic *2* delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 89%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84%

STAR CRUISER
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 62%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 90%

STREETS OF RAGE II
SEGA £44.99
An absolutely fantastic beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish. 96%

STRIDER
SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 87%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 71%

SUPER HANG-ON
SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 83%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 84%

SUPERMAN
VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

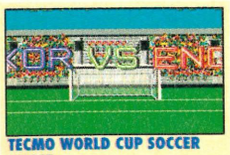
TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%



TECMO WORLD CUP SOCCER
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 59%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 59%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £19.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 86%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 89%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat

and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing. 80%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too. 85%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be considered an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y's
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 86%

ZERO WING
SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

You won't find a more comprehensive and accurate

WIN AN EXCLUSIVE SEGAPRO T-SHIRT!

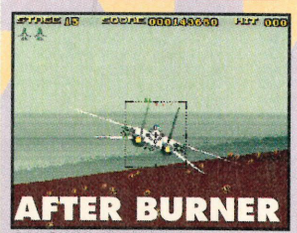
CHAKAN GAME GEAR HELP

WIN!

Every month we will award an exclusive SEGAPRO T-shirt to anyone who can answer a reader's problem. Send your advice with any relevant maps or diagrams to: Readers' Problems, SEGAPRO, Paragon Publishing, 124 Old Christchurch Road, Durham House, Bournemouth BH1 1NF.

This month's problem has been sent in by Jonathan Nickon of Gosforth. He says: "I have finished *Chakan: The Forever Man* on the Game Gear. However, I do have one problem: I cannot find the Lightning Swords."

Do you know where they are? If you do, send your advice to a fellow reader!



MASTER SYSTEM
EXTRA CONTINUE
When the game over screen appears, hold down buttons one and two while pressing UP. You will now be able to continue!
Calum Simpson, Perth

CHEATS / TIPS / CHEATS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 400 .....INFORMATION HELPLINE
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0891 318 402.....PROBLEM LINE (PHONE IN YOUR PROBLEMS)
0891 318 403.....DESERT STRIKE/THE TERMINATOR
0891 318 404.....STREETS OF RAGE 2 & 1 CHEATS & TIPS
0891 318 405 .....SONIC 2 & 1 CHEATS & TIPS
0891 318 406 .....QUACKSHOT, FULL SOLUTION & CHEATS
0891 318 407.....NEW RELEASE/CHEATS (SEGA MEGADRIVE)
0891 318 408 .....MEGADRIVE CHEATS & TIPS (LOTS)
0891 318 409 ..... MASTER SYSTEM CHEATS & TIPS
0891 318 410 .....SUPER NES CHEATS HINTS & TIPS
0891 318 411 .....AMIGA/ COMPUTER LINE
0891 318 412 .....MASTER SYSTEM/SONIC 1&2 HELP CHEATS/TIPS
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JENNIFER CAPRIATI'S GRANDSLAM TENNIS

MEGA DRIVE
MORE PLAYERS
To play an extra 30 opponents enter the password, 'GRAND.S.LAM..'.
Wayne Fether, Hackney

MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA

PRO CHARTS

US Gold reign with *Super Kick Off* and *Flashback* set to top the charts over the coming months. *Tiny Toon Adventures* and *Bulls vs Blazers* seem to be doing very well, too.

GAME ZONE

1	Flashback
2	Super Kick Off
3	Tiny Toon Adventures
4	Another World
5	Global Gladiators
6	Ecco the Dolphin
7	Bulls vs Blazers
8	Streets of Rage 2
9	Sunset Riders
10	PGA Tour Golf 2

Virgin GAMES

1	Super Kick Off
2	PGA Tour Golf 2
3	Fatal Fury
4	Tiny Toon Adventures
5	Ecco the Dolphin
6	Road Rash II
7	Desert Strike
8	Bulls vs Blazers
9	Lemmings
10	Streets of Rage 2

HMV

1	Super Kick Off
2	PGA Tour Golf 2
3	Tiny Toon Adventures
4	Another World
5	Sonic the Hedgehog 2
6	Streets of Rage 2
7	Sunset Riders
8	Bulls vs Blazers
9	Cyborg Justice
10	Lemmings

Mega Drive Pro's TOP 50

1	Jungle Strike
2	Streets Of Rage II
3	Sonic The Hedgehog 2
4	Ecco
5	NHLPA Hockey
6	Flashback
7	Quackshot
8	Castle Of Illusion
9	Cool Spot
10	Shining Force
11	John Madden Football '92/'93
12	T2: The Arcade Game
13	Road Rash II
14	Gods
15	Mega lo Mania
16	Thunderforce IV
17	Speedball 2
18	Rainbow Islands
19	Another World
20	PGA Tour Golf II
21	Tiny Toon Adventures
22	J League Pro Striker
23	Lemmings
24	Revenge Of Shinobi
25	Micro Machines
26	Desert Strike
27	Global Gladiators
28	Sonic The Hedgehog
29	Streets Of Rage
30	James Pond II
31	Taz-Mania
32	Corporation
33	Road Rash
34	Inspector X
35	Ghouls'n'Ghosts
36	EA Hockey
37	Pit-Fighter
38	Universal Soldier
39	Gadget Twins
40	Thunderforce III
41	Bulls vs Blazers
42	The Terminator
43	Two Crude Dudes
44	Rolling Thunder 2
45	Bart vs The Space Mutants
46	Lotus Turbo Challenge
47	World Of Illusion
48	Onslaught
49	F1 Grand Prix
50	Shinobi III

pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SegaPro. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SegaPro. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

GAME GEAR

COLUMNS
35,750 Douglas Johnson, Ayr
42,925 Darren Walker, Smethwick
30,660 Johnathan Owen, Crewe

G-LOC
258,440 Steve Kinder, Stoke-on-Trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (Pro) Matthew Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (Pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG
55 Min 14 Sec
Philip Usher, Merseyside
629,700
Nicholas Hambridge, Woodstock
500,222
Andrew Jackson
Pocklington Stanley

STREETS OF RAGE
430,000 Karl Benat, Whitchurch
414,000 Jonathan Owen, Crewe
144,200 Bob Porter, Brisbane

VAMPIRE MASTER OF DARKNESS
330,000 Trevor Hanley, Torquay
240,800 Peter Seles, Sheffield

MASTER SYSTEM

ALIEN 3
602,805 Johnathan Place, London

ASTERIX
710,560
Paul Denney, Durham
611,100
Matthew Sinton, Cleveland
834,900
Ross Gibbens, London
828,900
Domonic Roberts; Fife

G-LOC
190,900 Matthew Sadler, Surrey

LAND OF ILLUSION
134,000 David Porter, Everton
76,340 Carl Flowers, Tenby

NINJA GAIDEN
35,312,580
Richard James, Cardigan
29,35,200
Geoff Hobden, Bolton

SONIC THE HEDGEHOG 2
618,900 Jonathan Place
642,100 Chris O'Byrne

SUPER KICK OFF
134 - 3 Tony Carrington

MEGA DRIVE

ALIEN 3
6,020,700 Carl Souley, Cleveland
6,125,120 Mick Mercer, London
3,567,402 Robert Edge, Eltham

CRUE BALL
359,439,00 Neil Lover, Poole

DESERT STRIKE
3,402,300 Paul Hartwell, Pottersbury
2,800,200 Simon Nicholls, Reading

JOHN MADDEN '93
326-3 Andy Duncombe, Winchester

SONIC THE HEDGEHOG 2
789,402 Adam Passanisi, Australia

STREETS OF RAGE II
999,990 Chris Flowers, Gillingham
812,430 Darren Gwynne, Bedford
712, 520 John Garry, Ireland

THE TERMINATOR
164,820 Kiriakos Emmanoilidis, Athens
137,300 Paul Smelt
108,870 Johnathan Epworth, Humberside

T2: THE ARCADE GAME
8,012,950 Mark Penfold, London
5,682,350 Paul Cox, Kent

TINY TOON ADVENTURES
319,100
Chris Flowers, Gillingham
121,100
David Gifford, Humberside
116,350 Matthew Dyson, Merseyside
111,321
Keiron Clarke, Pitton

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley
178,010 Richard Gasson, Gilligham

MEGA CD

WOLFCHILD
80,000 John Martin, Swanage
79,230 Ivor Farquarr, Channel Islands
78,010 Paul De Mond, London

BATMAN RETURNS
98,650 John Bodgers, High Wycombe
26,020 Cathy Bernhard, Chalfont St. Peter
18,000 Michael Partchment, Patchworth

SOL-FEACE
290,605 Brian Bull, Monmouth
206,000 Tim Burd
108,000 Andy Dyre, Austrailia

EARNEST EVANS
80,650 Simon Hunts, Glasgow
86,020 Mike Yates, Tottenham
78,010 Sarah Smith, Brighton
77,650 Evan Bough, Birmingham
77,020 Steven Samson, Cornwall

HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE	MASTER SYSTEM	GAME GEAR
Jungle Strike	Alien 3	Tom and Jerry
PGA Tour Golf 2	Superman	Ariel:
Shining Force	Batman Returns	Krusty's Fun House
Tengen's World Cup	Krusty's Fun House	Flashback

THE PROFILE MASTER SYS

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AGASSI TENNIS
TECMAGIK £32.99
The king of bleached hair and hairy stomachs, takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £29.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed and made very average due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £29.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £29.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

CYBER SHINOBI
SEGA £29.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £29.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £29.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £29.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £29.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £29.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £29.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights,

but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA £29.99
Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £29.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £17.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

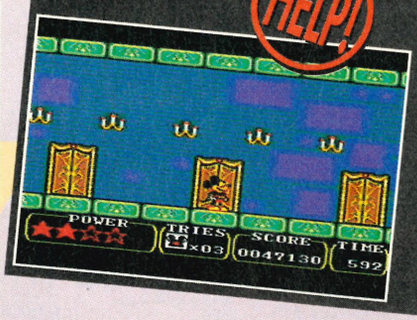
POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

LAND OF ILLUSION

Master System
Switch Confusion



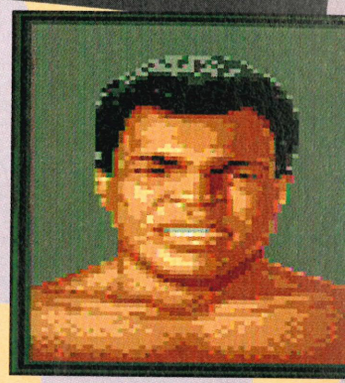
Q Mr A Smith from Gloucester is stuck on *Land of Illusion*: I can get as far as the castle twins stage, but from there on I'm at a complete loss. Having collected the key and arriving at the fourth switch, I can go no further. Please tell me what to do!

A *When you reach the fourth switch, drop the key onto it, then stand on top of it. Pick up the block, smash it, then jump to the right and do the same. Use the key to open the locked door and run like crazy! Be careful not to drop the key as this slows you down and can send you back to the start. If you have any further problems, read through the completion guide in SEGAPRO #20 and SEGAPRO #21.*

MUHAMMAD ALI'S BOXING

MEGA DRIVE

LAST LEVEL PASSWORD ● MUTANT BOXER



Title Match
To fight the tournament mode final with 40 wins and no losses, enter the password H074W57Z.

Mutant Boxer
When you're in tournament mode, enter the password H070007Z to play as Muhammad Ali against Ali Muhammad. This character is very tough to beat and when you lose, your opponent will appear with the ref's body as his head!

Peter Brodie, Australia

ROLLING THUNDER

MEGA DRIVE

LEVEL CODES

LEVEL	FIRST QUEST PASSWORD	SECOND QUEST PASSWORD
1	N/A	RPSG
2	MTLS	CRLF
3	NFCG	MIBD
4	RNSN	PLPN
5	CPPP	SFEG
6	LLBS	DRMS
7	PIDT	LTSP
8	NREF	RMDF
9	MMMK	SNBT
10	DNPD	CICK
11	PTCP	NPDN

Maher Fahmy Farag, Egypt

ECCO

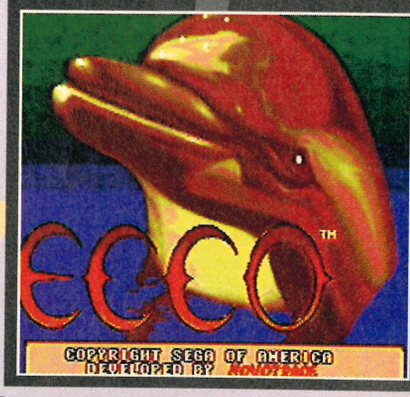
MEGA DRIVE

FINAL BOSS

HELP!

Q Angelina Turner from Hull cries: Please help me! I can't kill the final boss on *Ecco the Dolphin*. I know you have to knock its jaw off five times using sonar, but I can't do it. I keep getting sucked into the boss' jaws and when Ecco is finally released, he won't move.

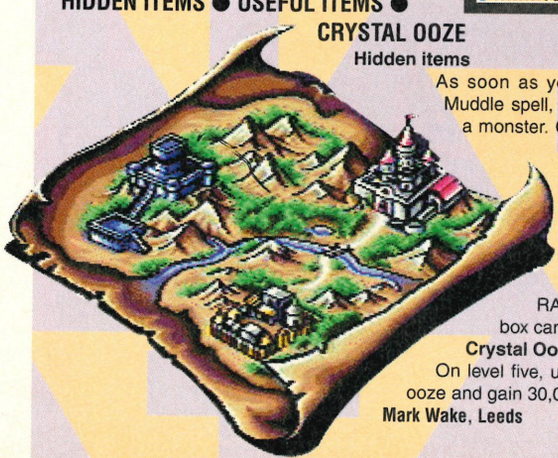
A *To kill the final boss, shoot each of the guardian's eyes ten times using the sonar, then charge at its jaw and knock it off three times. To finish him off for good, smash into his side. If you want to skip previous levels to fight the guardian, use the password TSONLMLU.*



SHINING IN THE DARKNESS

MEGA DRIVE

HIDDEN ITEMS ● USEFUL ITEMS ● CRYSTAL OOZE



Hidden items
As soon as you're capable of casting a level tw
Muddle spell, go to level five of the dungeons to fin
a monster. Cast the spell, but make sure you don
kill the monster (you can do this b
getting your own character to use
non-offensive item). Continu
attacking until the dragon gives you it
treasure!

Useful items
Mithril ore can be taken from th
RAGNAROCK monster and the forbidde
box can be taken from SERPI.

Crystal Ooze
On level five, use the forbidden box to kill any crysta
ooze and gain 30,000 experience points.

Mark Wake, Leeds

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £29.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RENEGADE
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £29.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £29.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £34.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £29.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STRIDER
SEGA £29.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPERMAN
VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the areade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £29.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA £29.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WWF: STEEL CAGE
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £34.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

That's all folks!

SEGAPRO CLASSIFIEDS

For Sale

For sale Master System With 2 Joypads And 2 Joysticks. Comes With 7 Games Including Populous, Asterix & Pacmania. All this for just £130!!! Tel (081) 6582041.

Sega Master System for sale, 2 Joypads, 4 games, only 4 Months old. Superb Condition, £90. Phone (0926) 499322. Must be in Coventry area. Phone evenings only.

Sega Mega Drive with 8 games Including Sonic 2, Desert Strike, Mickey + Donald, 2 Joypads & all Sega Pro Mags. Ex-Condition. All Boxed – £250 Tel (0934) 750526 (Worth £500).

Sega Mega Drive for sale with Sonic 1+2 £130. Also Gameboy with 5 great games £70. Swap both For Amiga 500+ Or 600. Phone Michael on (0248) 681815.

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Sega Mega Drive games for sale: Populous £22, Eswat £18, Elemental Master (Jap) £18 + many more, Phone Nick after 5 on weekdays or weekends on (0923) 266886.

Sega Game Gear with 7 games including Kick Off, Paper Boy, Outrun & Super Monaco GP. Also mains adaptor and Master Gear Converter. Still under guarantee. Offers around £150 Tel (0742) 886390.

8 Japanese RPG CD Games, Nostalgia, Death Banger, Fhey Area, Heavy Nova, Silky Lips, Cosmic Fantasy Stories, Lunar The Silver Star, all £15 Each. Contact D. Yip, 15 New Street, Stevenston, Ayrshire, KA20 3HB.

For sale Sega Game Gear games Lemmings £15, Sonic £12, Halley Wars £12, Columns £10, Putt'n'Putter £12, Solitaire Poker £12, World Leaderboard £12. Tel (0983) 565412

Mega CD games for sale, Wonder Dog, Electric Ninja and Thunder Storm FX £25 to £35 ONO.Ring after 4 pm Leicester (0533) 662100.

Sega Master System II, joystick, 2 pads, Sonic 2, Lucky Dime Caper, Super Tennis, Miracle Warriors, Alex Kidd & Carry Case, all for £80. Good Condition. I'll also swap for a Mega Drive Tel (0222) 701980.

For Sale! Master System with 2 joypads and 2 good joysticks. Comes with 7 games inc: Populous, Asterix and Pacmania, all this for just £130, Phone (081) 6582041.

For sale Sonic the Hedgehog in good condition less than 6 months old, for only £14.99. Please contact, Nick Smith (0734) 782860.

Game Gear for sale with Carry Case, main adaptor, car adaptor and 4 in 1 Game. A bargain at £110. (0582) 421836.

Commodore 64 for sale £59 ono or swap for PGA Golf 2 and racing game on MD. Also Mickey game wanted for MS. Tel (0384) 571840.

For sale or swap Mickey and Donald for NHLPA'93 or any good games over 85% rated. Sell for £25 . 19A Hayfield Crescent, Birley, Sheffield,S12 4Xf Tel (0742) 395382 after 8pm.

Game Gear for sale 6 games inc Sonic, Sonic 2, Chuck Rock & Lemmings, with car mains adaptor and Carry Case, all brill condition. Ring John after 6pm on (0243) 551853.

I will sell my Game Gear with Sonic and PSW, boxed and good condition for £80. Write to Alan Robertson, 57 Carolside Drive, Drumchapel, Glasgow G15 7RB.

For sale cheap Master System games, Aztec Adventure £10, Golden Axe £15, Alex Kidd Miracle World £15, Out Run £15, Miracle Warriors £15. All boxed and instructions. Phone (0222) 701980.

For sale, Alisia Dragoon £27, California Games £25, Road Rash £32, T2 £35, Streets Of Rage £22, Captain America £37. Please ring (0282) 413279 after 4pm.

Mega Drive games for sale or swap, Revenge Of Shinobi £20, Strider £23, Phantasy Star 2 £28, Super Monaco GP £20, Sword Of Vermillion £25. Carmarthen area only! Tel (0267) 231933.

Mega Drive Aquatic Games for sale or swap. Also have Mega CDs for sale. Please phone for details after 6pm. Ask For Daz. Tel (081) 8934786.

Master System II for sale, 2 pads 10 games inc. Sonic 2, Land Of Illusion & Lemmings £150 ono. Ring (0664) 69093 on Tuesdays or Saturdays.

Mega Drive games for sale or swap. Revenge Of Shinobi & SMGP.£20, Strider £23, Sword Of Vermillion £25, Phantasy Star 2 £28, Tel (0267) 231933.

Game Gear with Sonic, Chess Master, Columns, Shangai, GG Aleste, AC adaptor, battery pack. All boxed worth £250. Will sell for £120 ono. Phone Imran (0533) 511491 evenings and weekends.

Swap

Swap Sonic 2 for any of these: Ecco, Phantasy Star 3, Sword Of Vermillion, World Of Illusion Phone (0409) 241375 Ask for Ross.

Swap Master System II, 1 Joypad, 4 games: Alex Kidd, Super Tennis, Shinobi, Chop Lifter, for a Sega Menacer Gun. Tel (051) 2594393.

Swap Toejam & Earl, Phantasy Star 3, Immortal Two, Crude Dudes, LHX Attack for Desert Strike, Corporation, PGA Golf, Speedball 2, Terminator 2, Super Off Road. Tel (0256) 56240.

Swap Mega Drive, 2 joypads, 8 top games, for an Amiga 500+ / 600 with game(s). Tel (0603) 748477. Norwich area only.

Swap: Rolo or Castle of Illusion for Desert Strike, Streets Of Rage 2, Ecco, Chuck Rock, Rolling Thunder 2, Kick Off Or Euro Club Soccer. Phone on: (031) 552 2065.

I will swap Transbot for Fantasy Zone, both worth the same price. Contact 89 Godmans Lane, Marks Tey, Colchester, Essex CO6 1XA or phone (0206) 213077.

Swap Mega Drive with Arcade Joystick, Carry Case Including 11 Top Games for Super NES and 7 Games Tel: (0495) 320521 after 5pm.

Rainbow Islands for the Mega Drive. Where is this game? If you have a copy or know anyone who has I'll swap it for Streets Of Rage II! Tel (0768) 899773.

Swap my Mega Drive games for yours for only £4! 90% plus rated only! 30 top titles. Call now you won't be disappointed. No Sonics! Call (0768) 899773 after 6pm.

I will swap my Mega Drive with Menacer and 8 Games, 3 Control Pads for an Amiga 500 or 600 with games. Tel (0946) 65732. Or will sell for £150 ono.

Swap MD games: Budokan (Jap), Magical Hat (Jap), Rolling Thunder 2, Altered Beast and After Burner 2. Phone (0986) 873456 or write to Wai Ping, 1 Jermyn Way, Halesworth, Suffolk.

Swap Corporation for Humans, Lemmings or other puzzle games. Phone (0533) 719185. very good condition.

Wanted

Mega Drive games wanted £10-£20 or swap your unwanted games with mine, only £3.50 per swap. Games must be UK, boxed with instructions. Phone (0443) 442138 after 6pm.

Wanted second hand MD games. Will pay up to £20 for good carts. Please send lists to R.J. Lynch, 27 Hughes Road, Ashford, Middx, TW15 1RF.

Game Gear/Master System owner needs second hand carts especially Light Phaser Games, Fantasy Zone for Master System, sport games or racing games. Phone Mandy (081) 598 1016 .

Wanted Mega Drive games between £10 and £15. Especially EA Hockey or NHLPA Hockey. All games considered. If interested write to: David Hanney, Hunters Moon, Barneston, Essex.

I would like to have box and instructions for Dick Tracy. Will pay £4 for good condition, ring Lawrence on (0344) 22548 (Berkshire Area) before 9pm.

Wanted Sega Game Gear. Will pay up to £65 depending on contents of package. Contact Tim on (0460) 67267.

Clubs

Yo Dudes! Have you joined the only penpal club for gamers? Over 300 members! Free swaps, fairing & more! For full details send SAE to: 28 Churchfield, Ware, Herts.

Swift swapping club, free membership, great service. For a newsletter and membership send SAE to Swift Swap, Rose Lodge, Chapel Lane, Enstone, Chipping, Noston, Oxon OX7 4LT. Get swapping!

Free membership to awesome new exchange club for all Master System owners. Monthly newsletter, join today! Send your name and address to: Paul, 40 Highcliffe Road, Twogates, Tamworth, Staffs B77 1EE. Tel (0827) 284690.

Penpal

Want a pen pal? Then write to Andrew Oates, 19 The Boulevard, Worthing, West Sussex, BN13 1JZ. I am 12 and I own a Master System. I don't mind if you are female!

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pro CHARTS

Land Of Illusion looks as if it has cleaned up this month with no other serious competition around.

The Pros' TOP 20

1 Sonic The Hedgehog 2
2 Castle Of Illusion
3 The Lucky Dime Caper
4 Prince Of Persia
5 Super Kick Off
6 Spider-Man
7 Bart vs The Space Mutants
8 GG Aleste
9 Columns
10 Sonic The Hedgehog
11 The Terminator
12 Rastan Saga
13 Shinobi II
14 Super Off Road Racer
15 Chakan: Forever Man
16 Streets Of Rage
17 Popils
18 Alien 3
19 Lemmings
20 Halley Wars

OUR PRICE music — GAME ZONE

1 Land of Illusion
2 Crash Dummies
3 Talespin
4 WWF Steel Cage
5 Global Gladiators
6 Lemmings
7 Taz-Mania
8 Super Kick Off
9 Chakan
10 Sonic the Hedgehog 2

HMV

1 Land of Illusion
2 Outrun Europa
3 Sonic the Hedgehog 2
4 Predator 2
5 Terminator
6 Prince of Persia
7 Lemmings
8 Streets of Rage
9 SpiderMan
10 Krusty's Fun House

Virgin GAMES

1 Land of Illusion
2 Sonic the Hedgehog 2
3 Lemmings
4 Taz-Mania
5 Alien 3
6 Global Gladiators
7 Prince of Persia
8 Krusty's Fun House
9 Super Space Invaders
10 Chakan

THE PROFILE GAME GEAR

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien³* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 94%

CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

CRASH DUMMIES
ACCLAIM £29.99
All that's here is a small compendium of very short and addictive stages that may interest the very young, but at this price, I doubt it! 49%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN £27.99
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

THE HUMANS
GAMETEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything at all once you've completed it. 77%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The road racing saga lives on, but even with impressive details on the

THE PROFILE

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 45%

BLACK HOLE ASSAULT
SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 55%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 72%

ROBO ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 56%

FINAL FIGHT CD
SEGA £39.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 94%

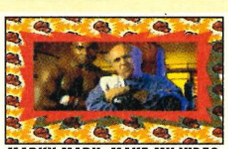
FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 23%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 34%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 60%

JAGUAR XJ220
SEGA £39.99
Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 89%



MARKY MARK: MAKE MY VIDEO
SEGA £39.99
Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much entertainment! 49%

NIGHT TRAP
SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 87%

PRINCE OF PERSIA
SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

ROAD AVENGER
SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 71%

SEWER SHARK
SEGA £39.99
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great, but the gameplay is too shallow. 65%

SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 81%

SOL FEACE
SEGA free with Mega-CD
The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 74%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

THE ADVENTURES OF WILLY BEAMISH
SIERRA £39.99
Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

WOLFCHILD
SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild, you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

There is sure to be plenty of new releases on CD. Next month, there will be loads of the latest CD games reviewed. Watch this space for all the releases when they happen.

MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD

graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

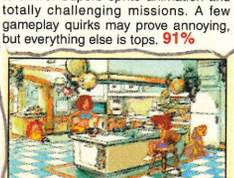
SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA £24.99
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TENGEN'S WORLD CUP SOCCER
DOMARK £27.99
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%



TOM AND JERRY
SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

VAMPIRE MASTER OF DARKNESS
SEGA £27.99
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

WWF: STEEL CAGE CHALLENGE
ACCLAIM £29.99
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMoves, can you afford to miss it?

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GAME GENIE CODES

Every month, Game Genie codes are updated and sent into us at SegaPro. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline on (084) 323088. More game busters next month, but if you discover any codes in the meantime send them to: Game Genie Codes, Paragon Publishing, SegaPro, 124 Old Christchurch Road, Bournemouth BH1 1NF.

BATMAN
E2ET-AA4C
Master Code – must be entered
AKFT-AA4Y
Infinite lives
AKYA-AA9G
Infinite batarangs
AKYT-AA5L
Infinite rockets for the batwing
AKYT-AA7R
Infinite rockets for the batmobile
HEGA-BJVG
Skip through levels
HEGA-BTVG
Skip through levels faster

ECCO THE DOLPHIN
AKRT-JA64
Almost infinite air
HCBT-LAEW
School of jellyfish completely restores health
HAVT-NAFC
Octopus is fatal

B Memory, Middlesex

JOHN MADDEN '93
RH9T-860T
Master code – must be entered
HWLT-CABE
Each quarter lasts one minute
CCLT-C6BE
Each quarter lasts 60 minutes
ACWA-AAG6
Home team starts with no timeouts
BGWA-AAG6
Home team starts with nine timeouts
ACWA-AAHC
Visiting team starts with no timeouts
BGWA-AAHC
Visiting team starts with nine timeouts
RG3T-A6WG
Infinite timeouts for both teams
AMJA-AAA8
One play to get first down
BDJA-AAA8
Seven plays to get first down
FDLT-AADR
Five yards for first down

ACTION REPLAY PRO CODES

We're back this month with more Action Replay Codes than ever! As well as the usual Mega Drive codes, we have loads of Master System codes too! If you've recently busted a game with the help of the Pro Action Replay, we want to know your codes.

We don't mind what game it's for, but we'd prefer if you sent codes for recent games. If you need an incentive, there are T-shirts and carts up for grabs, as well as having your name printed in SegaPro. If you have codes to send, the address is: SegaPro, Paragon Publishing,124 Old Christchurch Road, Bournemouth, BH1 1NF.

The SegaPro tips line is also open for tips donation between 4.00-5.30 every day. You can phone us on (0202) 299900.

MASTER SYSTEM

AGASSI TENNIS
0026866000
Play Genesis on PAL machine

COOL SPOT
FFF078C0035
Unlimited lives
FF07700001
Invulnerable

ECCO THE DOLPHIN
FFB6360003
Unlimited air
FFB6350038
Unlimited health
FFB7FF0000
Invincible to crushing walls on last level
FFB7C20000
Ignore water "up" currents

SUPERMAN
FFF83900FA
Infinite energy

MEGA DRIVE

ALIEN STORM
00C11310
Infinite energy (lifemeter)

ALIEN SYNDROME
00C05402
Unlimited lives
00C07B06
Unlimited time
00C07501
Need one hostage to open exit.
00C8ED01
Keep flame weapon

ASSAULT CITY
00C0D90A
Infinite energy (switch off at the end of the level)

BACK TO THE FUTURE II
00C36B05
Infinite energy
00C36304
Infinite lives

BANK PANIC
00C01F03
Infinite lives

BUBBLE BOBBLE
00CEB703
Infinite lives
00DB000X
Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ
00C28203
Infinite Turbo's
00C23836
Infinite time
Level Select:-
00C2210X
Replace X with a number (0-2) to change the round
00C2200X
Replace X with a number (0-4) to change the stage
00C25380
Full damage to villains car (hit him once when you catch him and he dies)

DICK TRACY
00CE6703
Infinite lives
00C1ED06
Infinite energy

DOUBLE DRAGON
00CB2B03
Infinite lives

GALAXY FORCE
00C07F10
Infinite energy

GAUNTLET
00C83F96
Use with code below
00C80F96
Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
00C80E01
Infinite potion

GHOST HOUSE
00C1BA02
Infinite lives
00C1F5C0
Infinite energy

GHOULS & GHOSTS
00C03302
Infinite lives
00C04C02
Invincibility
00C04B40
Fire and thunder. Magic stays full.

GOLDEN AXE
00C00503
Infinite lives
00C1871F
Infinite energy
00C0060X
This parameter gives unlimited Magic. e.g. enter 00C00601 for unlimited Magic 1, 00C00602 for unlimited Magic 2 etc.

LEMMINGS
00DB5C64
100% completion every time.

MICKEY MOUSE CASTLE OF ILLUSION
00C0BD03
Infinite energy
00C0C803
Infinite lives
00DC0005
Infinite time

MIRACLE WARRIORS
00C50A10
Infinite energy

OPERATION WOLF
00C11620
Infinite Ammo

OUTRUN
00DE0172
Unlimited time. (Only activate Action Replay when race has started and then turn off when finished)

PACMANIA
00C04003
Infinite lives

PRINCE OF PERSIA
00C29208
Infinite life

PSYCHO FOX
00C01603
Infinite lives

RAMPAGE
00C0A103
Infinite lives for player 2
00C0A003
Infinite lives for player 1
00C09660
Infinite energy for player 1
00C09760
Infinite energy for player 2

ROCKY
00C0AC3E
Gives 62 hits on qualifier
00C1C32F
Infinite energy
00C05F0E
Takes you straight to round 15

R TYPE
00CE0103
Infinite lives

SAGIA
00C82602
Unlimited lives

SEGA ARCADE SMASH HITS
00C02104
Infinite lives for breakout
00C02104
Infinite lives for Centipede

SHADOW DANCER
00C05903
Infinite lives
00C05A03
Unlimited special attacks

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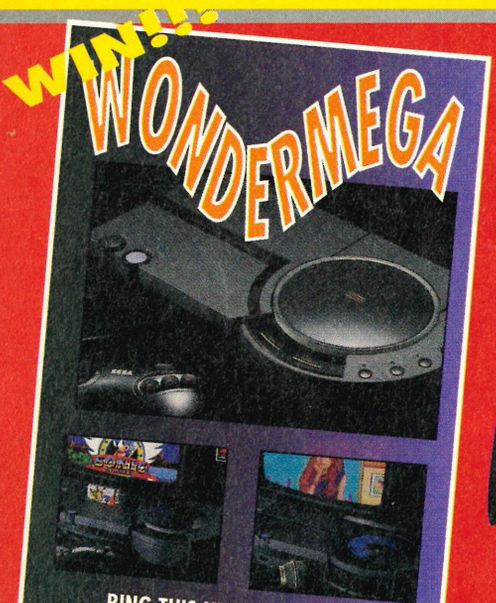

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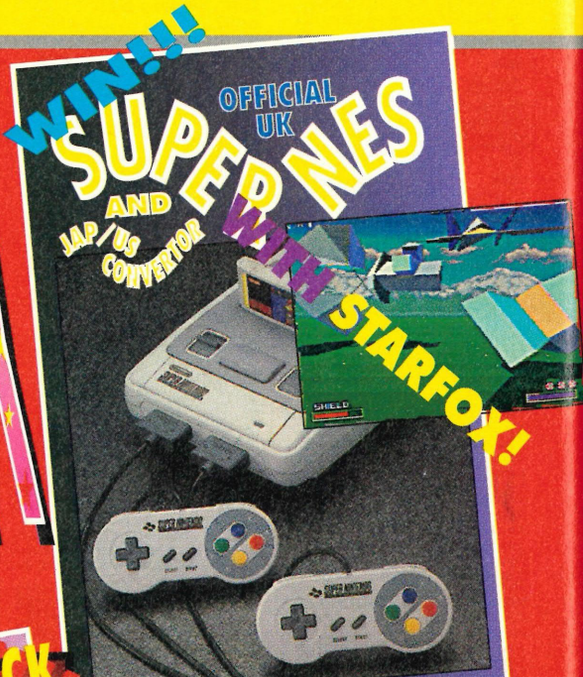

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Calls cost 36p a minute cheap rate, and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bills before calling. Closing date for all competitions, 31 Jan 1994. One winner will be selected at random from all correct entries for each prize. All entrants have an equal chance of winning a prize. Winners will be notified in writing and will receive their prizes within 28 days of the closing date.

SegaPro, Sega XS and Mega Power are available at all good newsagents. If you don't see the magazine you are after on the shelves, ask your newsagent to reserve a copy or phone Paragon Publishing on 0202 299900.

Title: SegaPro
Price: £2.25
Frequency: monthly

For the ultimate package for your Sega, look no further than SegaPro. It is Britain's only magazine that reviews every Sega game released every month on every Sega format (Mega Drive, Master System, Game Gear and Mega-CD). For the full Sega story, tune in to SegaPro every month.

Title: Sega XS
Price: £2.95
Frequency: bi-monthly

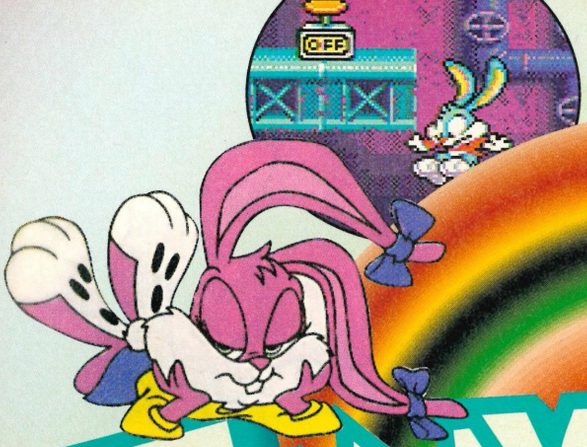
Sega XS is Britain's only hints and tips guide for the entire Sega range. It is also Britain's largest at 164 pages every issue. Each magazine features mapped solutions for all the biggest releases, an unrivaled A-Z of game busters and winning strategies from the county's leading games players.

*preview cover only

Title: Mega Power
Price: £1.95
Frequency: monthly

For sophisticated 16-bit Sega owners there's the unequalled Mega Power. Every month it comes packed with dedicated Mega Drive and Mega-CD news, previews, reviews, features and hints & tips. Check out the explosive launch issue on July 22nd!

Whatever your Sega system, there's a magazine for you. All three top selling magazines featured here come from Paragon Publishing, so quality, accuracy, essential editorial and value for money are guaranteed.



TINY TOON Adventures

Tiny Toon Adventures is a cutesy platform adventure in which you take control of Buster Bunny. You journey through Toonland and battle against the evil Montana Max and his assistants. Not only do you come across the nasty Max, you'll also be invited to battle the mad scientist and his hypnotised assistants.

The treacherous journey is spread over seven levels and there's a total of 33 stages to complete. The useful password system will keep you going throughout the game, but there's far more to this game than there first appears. Jason Johnson uncovers Buster's Hidden Treasures.

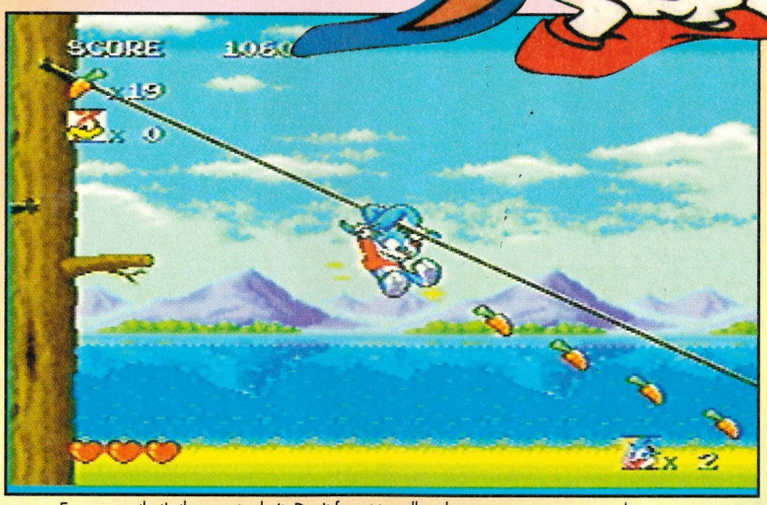
PASSWORDS

Here are a few passwords to help you through the game. If you use the password for level 28 you can enter every other level, except for the guardians as they have already been beaten!

It should be explained that these passwords are personalised and will differ each time you play. Always remember to write passwords down once you've completed a level.

level 5:
YYQG LDDD DDQD DDDD DDTP
level 12:
RNQQ QLDD LDWQ MDLL LDKG
level 17:
KTWW WQGL LLWW TXDL DDJX
level 20:
ZJQQ WWBG LLWQ TXBD DLHQ
level 22:
QZQQ QWBB DLWQ TXBK DLHR
level 28:
PGWW WWBW ZKQQ TXBW ZGQG

After the final password is entered, there are another four levels to take you to the end of the game. There is no password to reach these final stages. The only way to reach the end is to play through them. If you die you will be taken back to the start of level 30! If you switch off, you'll have to start from level 28 when you return.



Ear we go, that's the way to do it. Don't forget to collect the carrots as you earapault towards the ground along what must surely be a painful escape. Too much of this and there's more than earache from the missus on the way.

THE FOREST STAGES 1 – 12

Collect as many bonus items as you can find in these treasure laden stages. There are secret passages and hidden caverns full of goodies, but you'll have to search in the most unexpected places to find them. Use the branches to jump from tree to tree and collect as many carrots as you can. These not only give you a special weapon, but also 5000 bonus points should you keep the special weapon to the end.

Stay well clear of the spiked pits and follow the platforms if they disappear into the sky. There is often a bonus item or two to be found, let alone several extra carrots. In stages 10 and 11 search the tree-tops for hidden bonuses and follow the higher route back to the start of the level to find the exit.

UNDERGROUND CAVERNS STAGES 13 – 21

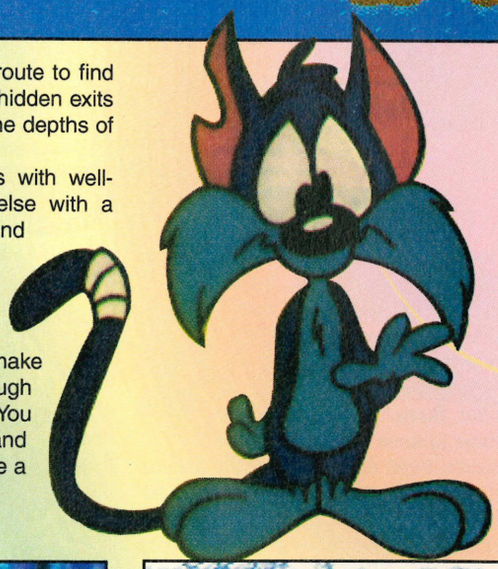
Avoid coming into contact with the lava pits and anything else that resembles danger. As with the other levels, there are hidden passages and caverns to discover, but you'll have to keep your eyes open.

TINY TOON ADVENTURES, names, characters and logos are registered trademarks and copyright of WARNER BROS, a TIME WARNER ENTERTAINMENT Company, L.P. © 1993.

Here's the complete route around all 33 stages, so now it's even easier to find your way to the nearest level guardian. To finish the game properly you must clear each of the stages shown. Fortunately you can chop and change between the levels, allowing you to clear the game easily. Do it right and the map will look just like this one, we hope!

Always follow the direct route to find the main exit, but to find hidden exits you'll have to stray into the depths of the caves.

Avoid the spiked balls with well-timed jumps. Anything else with a spike spells danger and should also be dodged. Each of the nasties must be killed or avoided. Kill them with a swift jump on the head, but make sure that there's enough space above your head. You can easily hit the ceiling and bounce back down to lose a heart or spike yourself.



THE GHOST SHIP STAGES 22 – 24

This tough section is all about knowing where you're going and the ability to perform the special off the wall jump. Watch out for secret passages and the tricky jumps. They can become furiously difficult nearer the end of the level. Keep your cool and avoid falling back to a previous part of the craft that has taken ages to complete.

It is also advisable to stay away from the ghosts. Although they can be defeated by jumping on them, they tend to attack in numbers. The frogs should be killed on sight, but watch out for them unexpectedly jumping up and hitting you.

ICE LAND STAGES 25 – 29

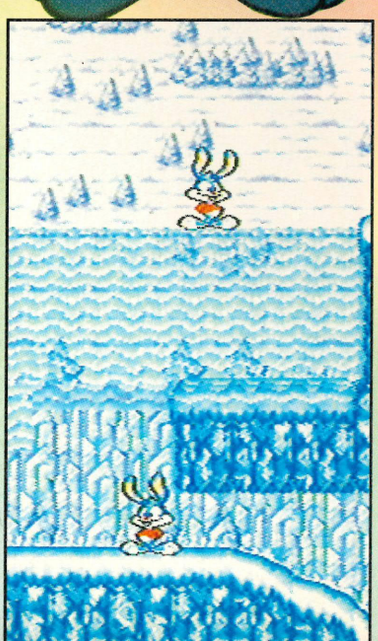
Tread carefully because the ice stages are slippery and dangerous. You'll need to make a few deadly jumps and Buster is sure to come unstuck at times. Avoid contact with the spikes and wait for the moving ice blocks before jumping. Don't commit yourself unless there's a safe jump ahead, or it's certain death!

As for the clouds, some of them are likely to vanish just before you jump. Wait on the stable ones and watch the pattern of the others appearing and disappearing, then move quickly. Killing the snowmen who jump towards you is the only way to deal with them. Jump carefully and avoid the nasties.

FACTORY VALLEY STAGES 30 – 33

This is the final section, but it's the toughest yet and every corner has a hidden danger. Keep clear of the electricity! Anything that appears to have a voltage charge coming from it is going to knock you down a heart or two. Jump over the robots or kill them when their electrical charge has been cut. Jump on the walking TVs in the normal manner, but avoid the deadly extending arms.

Towards the end of the game there is only one way of reaching the higher platforms, which is to find the ON/OFF switches and activate them. Flashing platforms will appear and disappear, so jump between them as quickly as possible. Exit to the final guardians using your little green turtle friend.



ITEMS

EXTRA LIFE Give yourself an extra chance by finding the Extra Life icon. This is the hardest Special Item to find, so search those caves carefully.

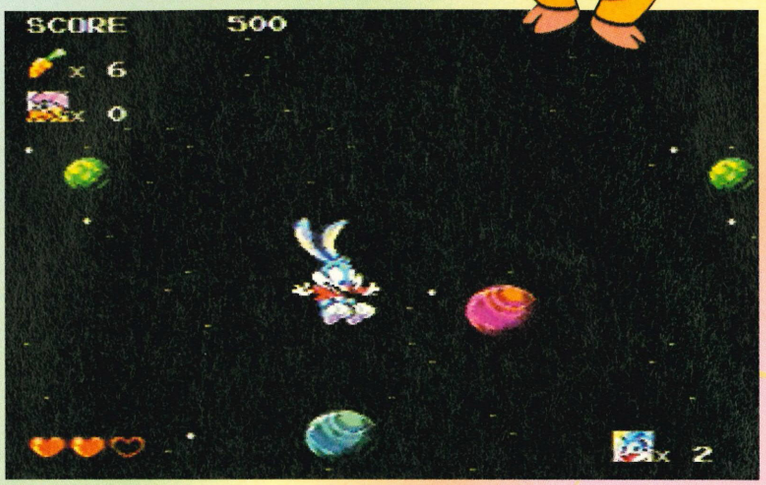
INVINCIBILITY As you may have gathered, this special item gives you invincibility. It only lasts for a while, though, so if you're after anyone in particular be quick.

HEART A simple special item that fills in a heart, but only if there's space for it. It won't give you the bonus if you're full up.

SPECIAL WEAPON Collect either 50 carrots or multiples of this and Buster Bunny is armed with a special weapon. There are also separate icons to find. Press the A button to activate it.

BELLS Not only do the bells give you an extra heart to add to your collection, it also fills all of them up for you. They are very useful and well worth seeking out when you can.

TINY TOON Adventures



Just to disorientate Buster Bunny even further than he already is, climb into a cannon in the icy stages. He will be blasted into the never never section of outer space, but descend at the right angle and a bonus item or two is for the taking. Way cool!

WACKYLAND

If you're lucky enough to find these hidden bonus worlds, search through them carefully. Prizes are just waiting to be collected and there's even the odd extra life to be had. The usual carrots are strewn throughout, but the bigger and better items are to be found towards the end. Avoid the exits until you're finished and then leave to be transported back to where you entered the world.

FACTORY VALLEY

Once you've completed Ice Land, the gameplay changes and you're faced with new and more difficult challenges. Apart from the tricky electrified sections there are a few sub-levels to battle through. They will test not only your ability to use the special wall jump, but also your directional awareness.

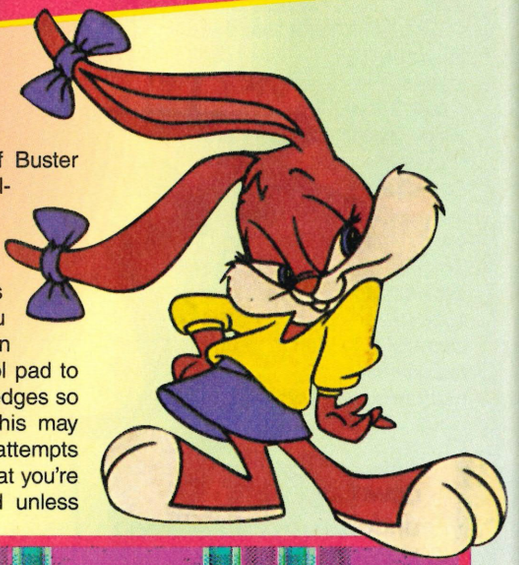
Towards the end of the tough factory section, you will arrive in what appears to be a never-ending room full of hidden passageways and shafts. Firstly, jump up the seventh shaft to the right, using the special wall jump. There's an extra life to be collected here, but no exit. Drop back down and jump to the top of the sixth shaft, which is directly to your left. At the top, continue left and jump up the third shaft.

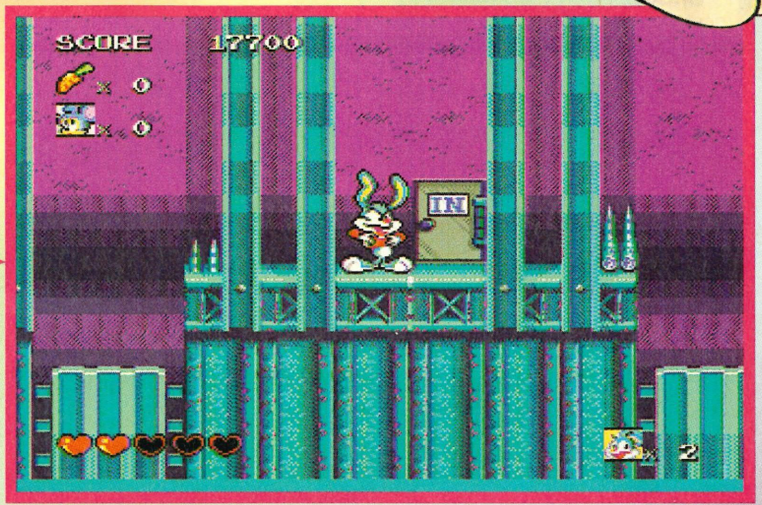
Go right and jump up the first shaft to find the doors that have exit signs hung on them. If you don't exit the room by the correct door you will automatically return to the bottom of the shaft maze and have to climb them again. From where you're standing, exit through the door on the right. Watch out for the spikes! You will now arrive in a more recognisable setting and should continue until you reach the final toad. Elmyra is waiting for you, Buster!

FINISHING STRAIGHT?

Testing the running skills of Buster Bunny is a tough task, but follow simple guidelines and you'll soon be at the final guardian, Montana Max!

In this section, Elmyra is after Buster's body and you have to save him from certain death. Hold down the control pad to run along and jump up the ledges so as not to be caught out. This may sound easy, but after a few attempts it soon becomes apparent that you're not going to reach the end unless





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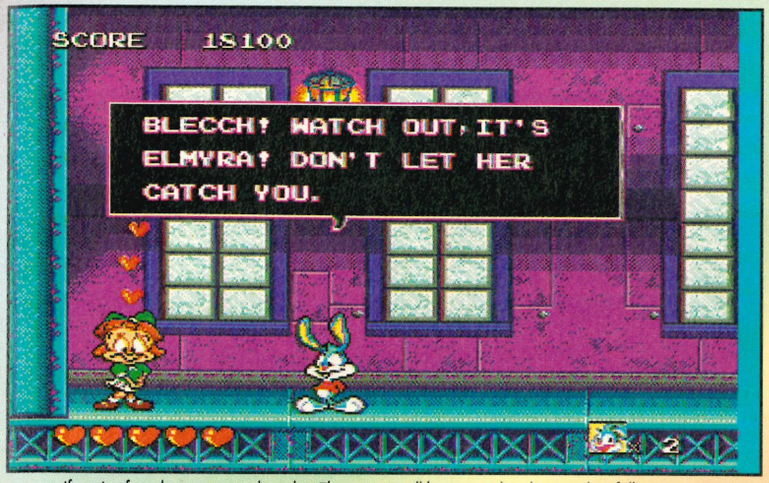
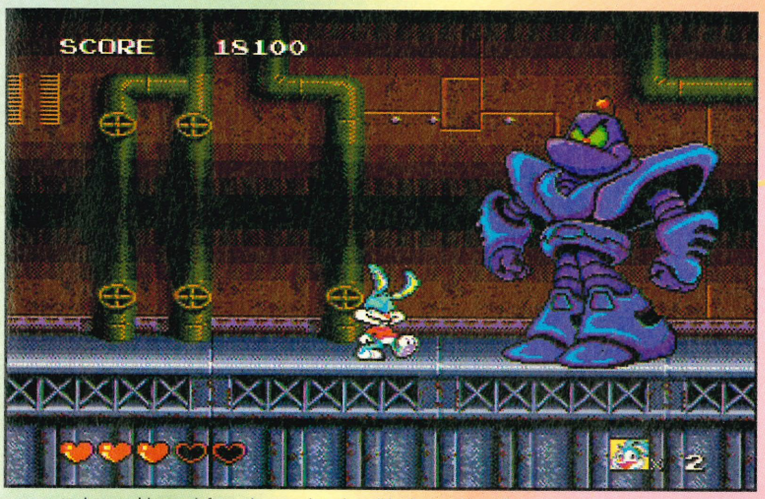


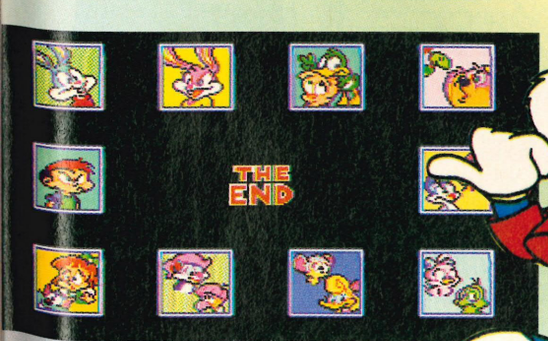
If you've found your way to the sultry Elmyra you will be aware that this toon has fallen for you. Play your cards right, though, and you can avoid the annoying little lady by jumping over her a couple of times and then keep running!



It's big, it's blue and if you dare touch it there'll be big problems for Buster. This is the final guardian, so less of the smug grins and get on with it. When you're fighting this guy you've gotta hit him with more than his fair share, leave him alone too long and...

you do something drastic. It's going to be a tough task to reach the end on your first or second attempt, but if you work out the general layout there should be no problems.

When Buster comes up to a jump, leap over Elmyra so that she starts running towards him, then leap over her to allow you to jump the ledge. If you continue to do this until the end, Elmyra will be history and Buster Bunny will be able to exit the corridor into a final battle with Montana Max.



You did it! Finish *Tiny Toon Adventures* and this is the ending screen. Well done!

GUARDIANS

DIZZY

Jump between the trees using the branches to avoid the mad scientist and Dizzy.

You cannot kill Dizzy, but he will deplete your energy if either he hits you or if you hit him. Kill the mad scientist by jumping on his head several times. He will explode and Dizzy will be free.

CALAMITY COYOTE

Jump from box to box until the mad scientist pops his head out. Jump onto him and you'll register a hit. Repeat the process until he explodes. At the same time, avoid the bombs and keep away from the crazy toon, Calamity Coyote, who throws them at you. The water will not harm you and it's useful to jump into it if a bomb is flying towards you.

ED THE HAMMER

This time Ed appears to have a bit of an attitude and is using his hammer to make the stalactites fall from the rocky ceiling. At the same time as avoiding these, wait for the mad scientist to hover to the ground and then jump onto his head. He will explode after a few hits, but only attack him while he's hovering.

TOXIC REVENGER

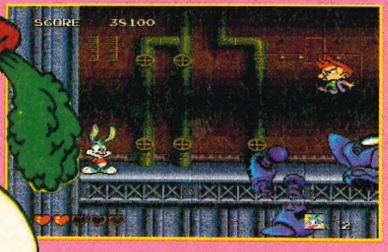
To defeat Toxic Revenger is simple. Just follow these guidelines. Firstly, avoid hitting the toon flying out of the tubes by jumping to the platform above when his head appears. He tends to follow you around, so keep an eye out for him. Hit the madman on the head until he explodes. He will harm you if you make contact in any other way.

MONTANA MAX

The delirious Montana Max is so intent on preventing you from reaching the final stages, he decides to have a pop at you himself. As Max is pushed to the ceiling of the chamber, jump up and hit him on the head until he becomes dizzy and gives in. This takes a lot of concentration, but perseverance is the key.

PORKY PIG

Use the ice block in the middle of the screen to jump onto and hit the flying mad scientist. Repeatedly hit him until he explodes. Watch out for Porky as he's under the scientist's power. Keep your distance from him and the vacuum cleaner by jumping in the opposite direction. Touch Porky or the cleaner and you'll lose a heart or two.



FINAL GUARDIAN

The toughest and meanest guardian in the game is going to give you a run for your money and that's a promise. To kill him, repeatedly hit his head until the little toe-rag Max appears. If you hit him on the head, he'll eventually give in and the treasure will be yours to spend on a beautiful amusement park. Well done.

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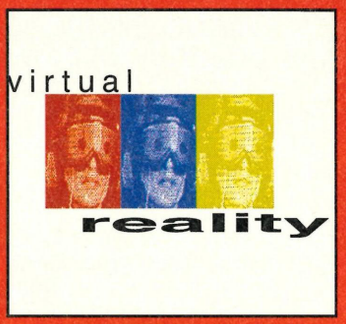

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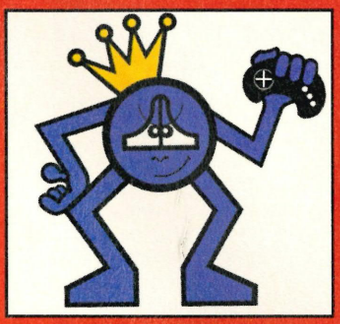

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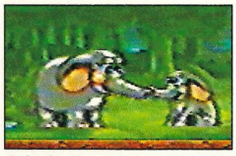
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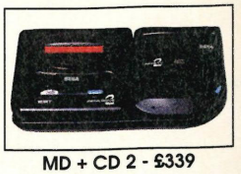
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2 ☐ Northern Ireland
3 ☐ Wales
4 ☐ North England
5 ☐ West England
6 ☑ East England
7 ☐ South England
8 ☐ SW England
9 ☐ SE England
10 ☐ Outside UK

B
How old are you?

11 ☐ Under 10
12 ☑ 10-14
13 ☐ 15-17
14 ☐ 18-21
15 ☐ 22-27
16 ☐ 28-35
17 ☐ 36-50
18 ☐ Over 50

C
Are you:

19 ☑ Male
20 ☐ Female

D
Are you:

21 ☑ At school
22 ☐ At college
23 ☐ Unemployed
24 ☐ Employed (job title)
.....
25 ☐ Self Employed (business type)
.....

E
My weekly earnings are:

26 ☑ Zippo
27 ☐ Under £20
28 ☐ £20-£50
29 ☐ £51-£100
30 ☐ £101-£200
31 ☐ £201-£350
32 ☐ £351-£500
33 ☐ Over £500

F
How much, on average, do you spend on software purchases each month?

34 ☑ Zippo
35 ☐ Under £20
36 ☐ £20-£30
37 ☐ £31-£50
38 ☐ £51-£70
39 ☐ £71-£100
40 ☐ Over £100

G
How many carts do you own

41 ☐ 1
42 ☐ 2-4
43 ☑ 5-8
44 ☐ 9-14
45 ☐ 15-20
46 ☐ Over 20

H
How many carts do you intend to buy over the next year?

47 ☐ 1
48 ☑ 2-4
49 ☐ 5-6
50 ☐ 7-8
51 ☐ 8-12
52 ☐ Over 12

I
How do you buy your games?

53 ☐ Mail Order
54 ☐ High Street Store
55 ☑ Specialist Store
56 ☐ Second hand

J
Why do you buy your games this way?

because I get a discount and to support local business

K
What single factor most influences your decision to buy a magazine?

57 ☑ Cover price
58 ☐ Gift
59 ☐ Front cover
60 ☑ Contents
61 ☑ Other (please specify)
Poster

L
Do you think that it is important for SegaPro to review games:

62 ☐ before any other Sega magazine
63 ☐ before the game's release
64 ☐ conclusively, even if it's not first.
65 ☑ that are in the shops
66 ☐ that are interesting

M
How many people, on average, read your copy of SegaPro

67 ☑ Only myself (1)
68 ☐ 2
69 ☐ 3-5
70 ☐ More than 5

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SURVEY

N
How frequently do you intend to buy SegaPro?

71 ☐ Through subscription
72 ☐ Every issue
73 ☐ Issues with cover gifts
74 ☐ Issues without cover gifts
75 ☑ Occasional issues
76 ☐ Never again

O
How many hours per week do you spend playing games?

77 ☑ Up to 2 hours
78 ☐ 3-5 hours
79 ☐ 5-10 hours
80 ☐ More than 10 hours

P
What magazines do you read regularly?

81 ☑ SegaPro
82 ☑ Sega Power
83 ☐ Mean Machines
84 ☐ Sega Force Mega
85 ☐ Sega Zone
86 ☐ Games Master
87 ☐ CVG
88 ☐ Mega
89 ☐ Mega Power
90 ☐ MD Advanced Gaming
91 ☐ Mega Action
92 ☐ Sega Master Force

Q
Which other types of interests other than consoles do you have?

93 ☑ Sport
94 ☑ Music
95 ☐ Reading
96 ☑ Video/ Hi-Fi
97 ☐ Movies
98 ☑ TV
99 ☐ DIY
100 ☐ Gardening
101 ☐ Motorcycle/ car
102 ☐ Socialising

R
Do you watch satellite TV

103 ☐ Yes
104 ☑ No

S
Which of the following types of TV programmes do you watch?

105 ☑ Computer Games
106 ☑ Saturday Morning TV
107 ☑ Breakfast TV
108 ☐ Music TV
109 ☐ Late Night TV
110 ☑ Children's Soaps
111 ☑ Adult Soaps
112 ☐ Cartoons
113 ☐ Documentaries
114 ☐ Lifestyle TV

T
Which of the following items do you own or intend to buy over the next year?

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U
If you could do one thing to improve SegaPro, what would it be?

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V
How do you feel about the worth of advertisements in SegaPro?

179 ☐ Very important
180 ☐ Quite important
181 ☐ Slightly important
182 ☑ Not important

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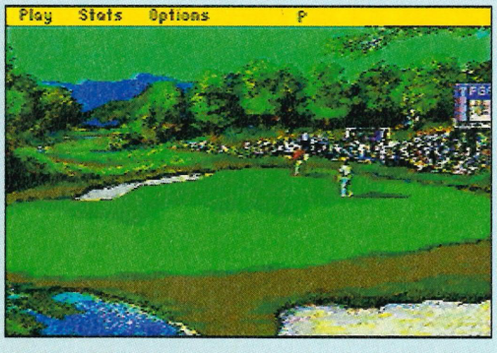

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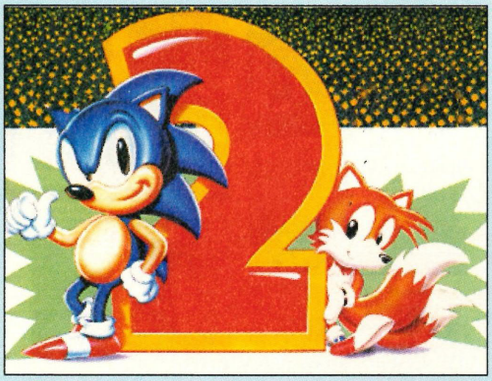

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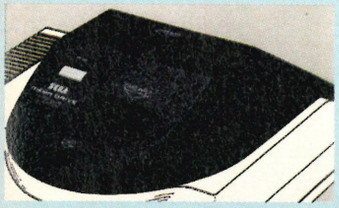

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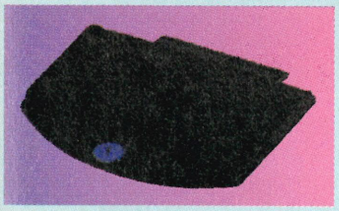

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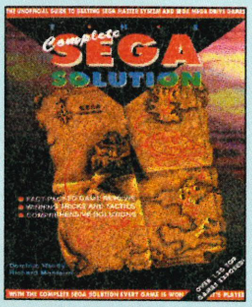

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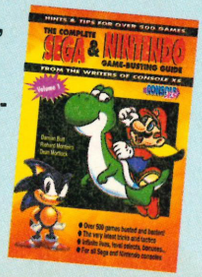

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Send all submissions to the proper department (see below) at:

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PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPRO T-shirt, but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SEGAPRO T-shirts are awarded if we consider a point to be particularly valid.

PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SEGAPRO T-shirt.

PROTIPS
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

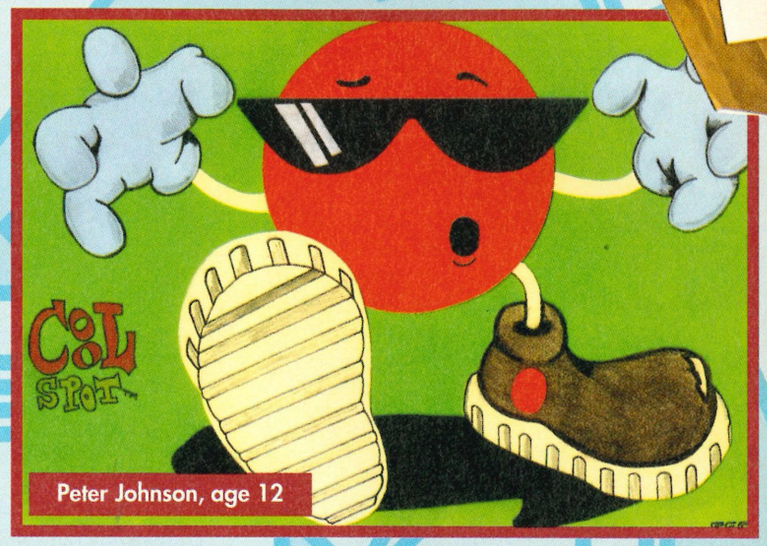
PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.

SONIC IN THE BIN?

I've just bought *Sonic the Hedgehog* for the Master System, but to my dismay it didn't work! The next day I took it back to the shop, but they wouldn't give me my money back. In a fit of rage, I threw the cart away! Please could you send me another?
Paul Tully, Cambridge

Are you out of your mind? I can't believe you went to the trouble of buying a cart, then threw it in the bin because it didn't work! By law, the shop must give you your money back or replace the goods in full if they are faulty. If I were you, I'd fish the cart out of the bin, wipe last night's dinner off it and march straight back to the shop! Take your mum, dad or another adult with you for a bit of moral support if the shop won't listen to you!



Peter Johnson, age 12

ULTIMATE STORE

I have recently completed my design project at school and have made a store for my Mega Drive. I've called it the Sega Ultimate Store and I was wondering if you could give me some advice regarding the production of my product.

Do you think I should write to Sega asking them to market the store? I've heard that they rip off kids like me, but if they copy my product can I sue them?
Peter Smith, East Sussex

We think that your idea is brilliant, but the last thing you want to do is send the idea to Sega! Although they probably won't rip your idea off, you may never hear from them again. If you're really serious about marketing your product, copyright it by sending yourself a copy of the plans by registered post. Leave the package unopened and then if someone nicks your idea, it's proof that you had the plans before them as your package will be dated and the post office will have a record of your parcel. Why not see if you can get a small company to make you a small amount of the stores and sell them locally. If there's a big demand, you could be in business!

Daniella Cheung, age 10

GAME OVER DISPUTE

I've sent in letters to SEGAPRO loads of times and once one was even published! However, I've also sent in a video for your Game Over page. The game in question was *Thunderforce IV* and it's absolutely brill! I'm writing to you because I haven't seen my screens printed in your mag yet. The month I sent my video in, you chose to print the end screens for *World of Illusion* instead. What happened to my tape? *Thunderforce IV* was tougher to complete and it had a better end sequence. What did I do wrong?

P.S. I've just bought a Mega-CD and must comment that their game endings are totally disappointing.
Roy Cruse, London

We have a lot of problems with Game Over tapes. Unfortunately, many of them are taped on poor quality videos, making them unuseable. We connect the video up to a computer, then use a software package to take pictures from the video. If the video is already poor quality, the screen shots will suffer too. Anyway, just because we haven't printed your Game Over yet, it doesn't mean that we never will. We get so many videos sent to us every month, it takes us ages to sort through them all!

ADS TAKE OVER SEGAPRO

I am a great follower of your mag and wait in anticipation for each new issue. I always read the "next month" section of SEGAPRO, but I've noticed that you keep forgetting to write this bit. Every month I turn to page 97 and find an advert for a Mega PC or a phone line. Please take my complaint into consideration and put the details in your next issue!
David McCoy, N Ireland

Point taken! However, this has not gone unnoticed and it will be put right from now on! Those notorious ad men who live on the fourth floor are responsible for the omission of the next month column. They can't wait to slap their ads all over the pages of your sacred SegaPro! Look out for the next month section on a page all of its own from now on!

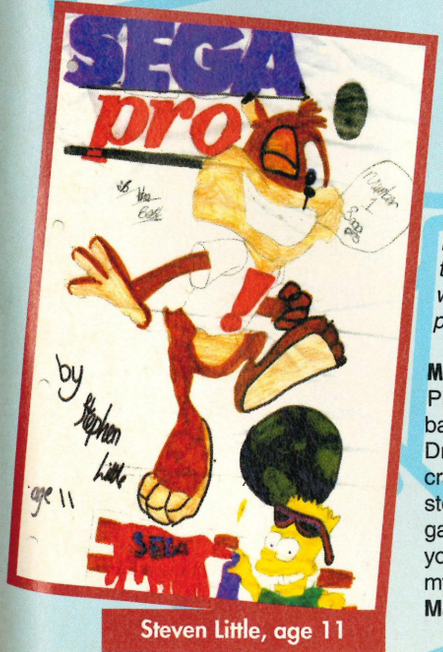
STOP THE WAR

I think SegaPro is the best mag on the market, but I'm getting fed up of the war between Mario and Sonic. Each month, I read Protest and there is always a comment about killing Mario. Why can't people just leave him alone?

PS. I personally think that Sega is the best.

Nick Watson, Coventry

While there are two rival consoles on the market, there will always be a war over which one is the best! As Sonic and Mario are the mascots for Sega and Nintendo, they are bound to hate each other! While we think that this is all pretty petty, our readers seem to think the opposite! Anyway, you say people should stop arguing, but that's exactly what you're doing!



RELEASE DATE EMBARRASMENT

After reading a few back issues of SegaPro, I'm beginning to get really annoyed. Most of your release dates for games are totally wrong! Although you may think that it doesn't matter, I do! I'm fed up with going into a shop, asking for a game and then being told its not on release for another three months! What's going on? You're supposed to be the Pros – if we can't trust you, who can we trust?

Katie Holden, Sussex

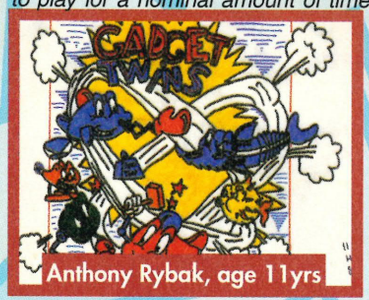
We give the correct information at the time of going to press, but release dates change daily. They are right at the time of writing, but software publishers often have to change the release dates. This is called product slippage and it is very common. It's caused by games not being ready, or the publishers have simply changed their minds! We try to print information that is 100% correct, but obviously we can't be responsible for slippage!

MEGA DRIVE BAN

Please help me! My mum has banned me from playing my Mega Drive in the week and it's driving me crazy! I know she's been scared by stories of kids becoming addicted to games, but this is taking it a bit far! If you don't help, she may even cancel my subscription to SegaPro!

Martin Sheppard, Isle of Wight

If you're looking for a good excuse to play games, you could always tell your mum that they improve hand-eye co-ordination! It's tough that your mum has banned you from playing games, but have you explained the scare mongering tactics of the tabloid press? Video games aren't dangerous unless you have photo-sensitive epilepsy or if you sit too close to the screen. You can suffer minor headaches and eye strain if you play for hours on end. The best thing to do is arrange with your mum to play for a nominal amount of time (say, one hour per week day) and don't break your promise.



BRING BACK PROGIRL!

After rushing out to the newsagents to buy my copy of SegaPro, I was absolutely appalled when I turned to ProTest. What's happened to ProGirl? I want to see her back in the mag! Please bring her back or tell me where else I could possibly find her.

Stuart Hoburn, Leicester

ProGirl is taking a well-earned rest and, at the moment, there are no plans to bring her back into the mag. After giving her expert opinions on

Does the Mega Drive confuse you? Do you get stuck between your bits and your bytes? Are the gremlins getting into your carts? Do you know a friend who needs help on a silly problem? If you do, Procures is for you.

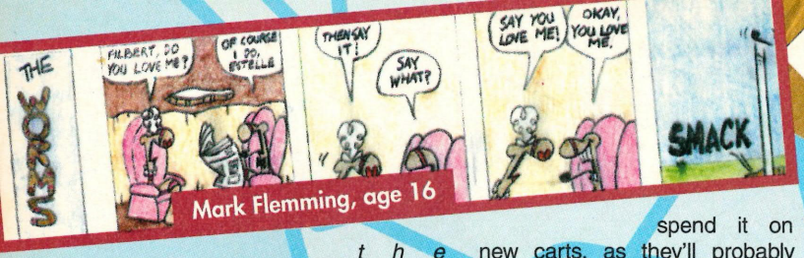
If you've got a problem with hardware, add-ons, software houses or Sega life in general, write to Procures. We can't guarantee that your problem will be solved, but we'll give it a damn good try! Write to: Procures, Paragon Publishing, SegaPro, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Gregor Urquhart from **Scotland** is in a real state over the Wonder Mega. He wants to know everything from where it was made to what colour the packaging is! Unfortunately we don't know the finer points of the WonderMega, but we do have some basic details. The WonderMega is not an official unit in the UK, so it may be difficult to get hold of. They are available on import, although Sega have stopped producing them in Japan. The reason for this is unclear, but if Sega can make more money by selling a Mega Drive and a Mega-CD separately, it's no surprise that the WonderMega is becoming obsolete.

Anyway, the WonderMega is compatible with games from any country, although newer games with import-protected codes may not work. Buying a WonderMega (if you can get hold of one) should cost around £300, which is obviously much cheaper than buying the UK machines separately.

Mark Glanville from **Verwood** wonders how much profit Sega and Electronic Arts have made so far this year. Well, we all know that they are two of the biggest producers for the Mega Drive, but their profits are unbelievable! Wait for it – EA made $1,000,000 in the last quarter of 1992! Their European sales figures have also increased by 47%! Although this sounds like an extortionate amount (which it is) it's more believable when you consider that carts cost at least £40. Sega made 28 billion yen last year.

Mark Robinson from **Surrey** wants to know how he can get a job working for a computer games magazine. You'll need to have good basic English skills, a wide knowledge of the computer games industry and be prepared to work very hard! After you've left school, try writing to magazines offering your services for free. If you



Mark Flemming, age 16

t h e video games world for so long, she has finally had enough. ProGirl will pop up in various other publications more than regularly, but there is one hitch. Unless you're over the age of 18, it's unlikely that you'll be able to get hold of the mags in question!

MEGA-CD OUTRAGE

Since the Mega-CD was released at the beginning of April, we've had many letters of complaint from our readers. The majority of people who have bought the unit have generally been dissatisfied, with either the CD itself, or the software. We can honestly say that we haven't received a single letter praising the Mega-CD! The letters below are just a few of the comments we've decided to print. If you're happy with your Mega-CD, we want to hear from you!

How can Sega warrant a price tag of £270 for the Mega-CD? I thought it was supposed to bring us mind blowing graphics and astonishing games. In fact, all the Mega-CD has brought us is a little more processing power and a bit of sprite rotation. The only thing the Mega-CD has going for it is it's full motion video and even that isn't very good. Why didn't Sega wait a bit longer and release a machine that is able to compete with other consoles and computers?

Richard, Tyne and Wear

So, Sega have finally brought out the essential add-on for the Mega Drive. However, I'm beginning to wonder if the Mega-CD is essential at all.

Unless software producers straighten themselves up and start giving us decent games, everyone is going to realise that the Mega-CD is just an expensive audio CD player.

I would like to advise any SegaPro readers who are thinking of buying a Mega-CD, not to bother. If they have the money, they should spend it on six new carts, as they'll probably get much more enjoyment from their Mega Drive. If you really want a Mega-CD, then wait a few more months to see if the software is really up to it. Otherwise you may have thrown the best part of £300 down the drain – it will only become cheaper, so don't throw your money away now!

Ashley Price, East Sussex.

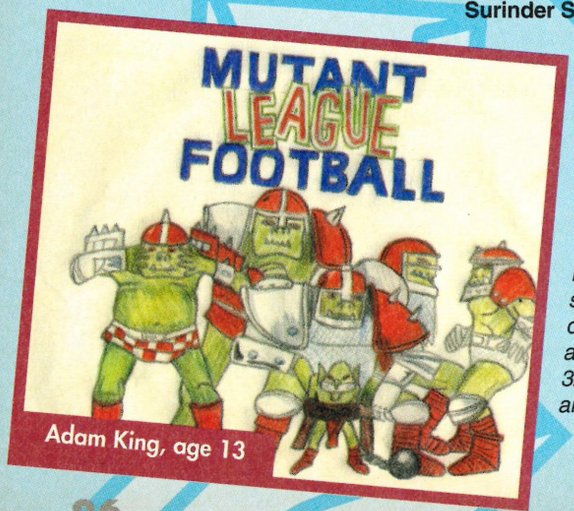
On my birthday, I was lucky enough to receive a Mega-CD. Although the titles that came with the package were okay, I'm sure that the Mega-CD is capable of handling much better graphics. One of the discs was just full of old Mega Drive games which I think is completely insulting! Come on Sega, sort it out, or you'll lose your best customers for good!

Surinder Singh, Clapham

★ T-Shirt Winner ★

Peter Johnson, age 12

Suringer Kundi, age 11



Adam King, age 13

What do you think about the Mega-CD? Surely there must be some satisfied customers out there! We want to know your opinions on the Mega-CD! Is there a game that would definitely make you buy the console, or do you think it was doomed from the start and do you think that their 32-bit super console will be any better? Tell the Pros!

Stewart Allan, age 13

can get a few weeks experience at different mags it will give you a great advantage over other potential writers. You could also try sending off game reviews, completion guides or news articles to magazines.

Jessica Brown from **Chester** asks when *Sonic the Hedgehog 3* will be out in the shops. We won't be seeing the third instalment of Sonic until at least November, so you'll just have to make do until then! *Sonic Spinball* should be making its way on to the Mega Drive later in the year, and it looks likely that this is *Sonic 3*!

Simon Brown of **West Lothian** is very concerned over the recent *Night Trap* scandal. He doesn't really care that games are having age certificates slapped on them, but he wants to know if he'll still be able to get the games! This is a bit of a tricky question, because although shopkeepers are legally forbidden to sell the game to anyone under 15 (or anyone under 18 in other circumstances) it's unlikely that many retailers will adhere to strict rules. Would you stop someone from buying it if they offered you £50? We think not! Anyway, if you're that concerned about not being able to get hold of a game, why not get someone else to get it for you? Then no-one gets in trouble and everyone is happy!

Angela Robinson of **Weymouth** wrote in enquiring about the teleplay system reported in Pronews #19. It's not available in this country at all, so you'll have to contact an importer if you want to buy one. Don't forget that these things eat away at the telephone bill, so be prepared!

Anyway, on to something totally different, **Gordon James** from **Northampton** wants to know if there is a device to allow him to play Mega Drive games on his Master System. Er, don't think so Gordon!

That's it for this month, but the new problems are already racking up on the SegaPro In tray. Next month, we'll be answering more of your problems and generally being very nice indeed.

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